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A Quality Communications Magazine

#122 JULY, 2000

Inside this issue...

COVER: JLA #47 by Bryan Hitch and Paul Neary. Following the one-shot, **JLA: Heaven's Ladder**, the former **Authority** artists take the team to a dark realm of sorcery in a new Mark Waid story arc introducing the the Queen of Fables. Waid discusses the JLA's new direction on page 11.

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Sez Dez

Editorial
Dez Skinn

PRIORITIES. We all know the age-old sayings about them. Getting them right... Figuring out your first priority... Fine, but even among friends and colleagues they can vary so much as to become nonsensical. Cue anecdote mode...

Back in the heady days when I was keeper of the flame at Marvel UK, my top priority was to turn the company around, to make it profitable once more. The old guard had been summarily dismissed, and I'd brought in a new team. The sole exception was the accountant Gautum, common sense dictating that his system and awareness of the printers and distributors' variable terms was invaluable.

But his priorities were different. Each lunchtime he'd read the **Daily Telegraph** sits vac column. When challenged he told me his priority was to his income, and reading job ads kept him abreast of his worth. Until he saw his own job advertised. Apparently the consultant publisher had his own priorities and poor old Gautum was getting in the way.

I called Marvel US head honcho Jim Galton, who – along with New York-based publisher Stan Lee – was my direct superior. I expressed my concern about Gautum's value. But we weren't a priority to him. He simply said, "Dez, why are you bothering me with this?". [There now follows a poignant pause while you consider the implications of this cautionary tale.]

OK, done considering? Back to this month... Until a week ago, my top priority of the month was the design overhaul you've hopefully noticed. Then I suddenly started getting serious waves of nausea and dizziness. Man, did that ever change my priorities! I was suddenly wanting to go on a six month international binge and really appreciate life. That was until the doctor told me it was only a slight case of vertigo. So I went back to redesigning these pages.

Yesterday I heard that a drinking buddy fell under a tube train at Euston station.

***Comics International** editor Dez Skinn's career in the industry spans 30 years. Titles he has created include **Doctor Who Weekly**, **House of Hammer**, **Hulk Comic**, **Starburst** and **Warrior**. Ex-editorial director of Marvel UK – where his Stan Lee-coined Sez Dez column had a monthly audience of over 500,000 – he has also edited titles including **Buster**, **Conan**, **MAD**, **Star Wars Weekly**, **2000 AD Presents**, **Rogue Trooper** and **Spider-Man** and won over 20 Eagle Awards. His co-created **V for Vendetta** is currently optioned to Warner Bros.*

X-writers return to celebrate 25 years of Marvel's new X-Men

ABOVE: The first part of Vince Evans' painting for **X-Men: Black Sun**'s five covers.

Co-creator of Marvel's second generation of mutant heroes among those revisiting past glories for silver anniversary event

LEN Wein is one of three writers joining X-meister Chris Claremont on **X-Men: Black Sun**, a Marvel five-parter that celebrates the 25th Anniversary of **Giant-Size X-Men** #1.

Wein's involvement in the event is particularly apt as he and artist Dave Cockrum had created the "all-new, all-different" team of mutants introduced in that historic 1975 comic.

The initial concept of a group comprising characters from various countries came from Al Landau – Marvel's then-president – who felt that a title featuring such a multinational team could be easily sold overseas.

Multi-racial concept

Landau gave the idea to Roy Thomas, then editor-in-chief who had been **X-Men** writer from #20 [1966] until the title went reprint with 1970's #67. Thomas handed this new concept over to Wein and Cockrum, suggesting they develop it using the dormant X-Men title, with one or two of the original members as its core.

Thomas is also involved in the celebration, scripting **X-Men Black Sun** #3.

Claremont is writing the first and last issues of the series and plotting the middle three with Louise "Weezie" Simonson scripting #4.

A writer whose credits include **New Mutants** and **X-Factor**, Simonson's history of involvement with the X-titles began in 1980 when she (as Louise Jones) became Claremont's **X-Men** editor.

Linking into another aspect of Marvel's history, **X-Men: Black Sun** tells of the demon Belasco's world-wide search for the Blood-stone. This legendary artifact – first encountered in 1975's **Marvel Presents** #1 – will enable him to tear open a dimensional portal allowing the inhabitants of Limbo access to Earth.

The first issue – drawn by **Venom: Sign of the Boss**'s Thomas Derenick and Sean (**Gambit**) Parsons – centres on Nightcrawler, Colossus, Storm, Wolverine, Sunfire, Thunderbird and Banshee as they attempt to stop Belasco from stealing the souls of the original X-Men. The issue also revives Magik, although Marvel is hinting that she may not be Colossus's sister, Illyana Rasputin.

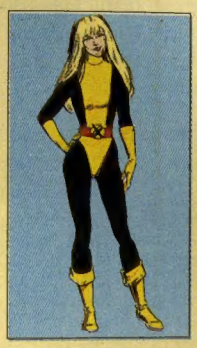
The remaining four issues spotlight individual team members with Storm starring in #2, drawn by Derenick and **Weapon Zero** inker Mark McKenna.

Banshee and Sunfire star in #3 – pencilled by **Savage Dragon: Sex & Violence**'s Karl Waller – while #4 features art by **Iron Man**'s Alitha Martinez and John Stanisci and focuses on Colossus and Nightcrawler.

Magik's identity

Wolverine, the one member of the new team to appear before **Giant-Size X-Men** #1, stars in #5 along with Thunderbird, the only one not to survive the first year.

Pencilled by **Valkyrie**'s Pablo Raimondi, #5 will reveal Magik's true identity.



McCormack-Sharp to draw follow-up Magik mini

FOLLOWING her appearance in **X-Men: Black Sun**, Magik is to star in her own solo series.

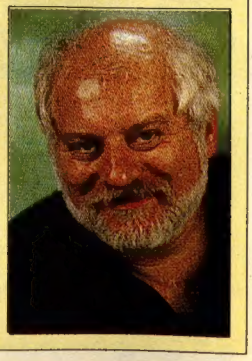
The four-issue **Magik** launches in October and continues her storyline from Marvel's September-shipping five-parter. Written by **Legion Lost**'s Dan Abnett and Andy Lanning, it is illustrated by **Spawn: The Dark Age**'s Liam McCormack-Sharp.

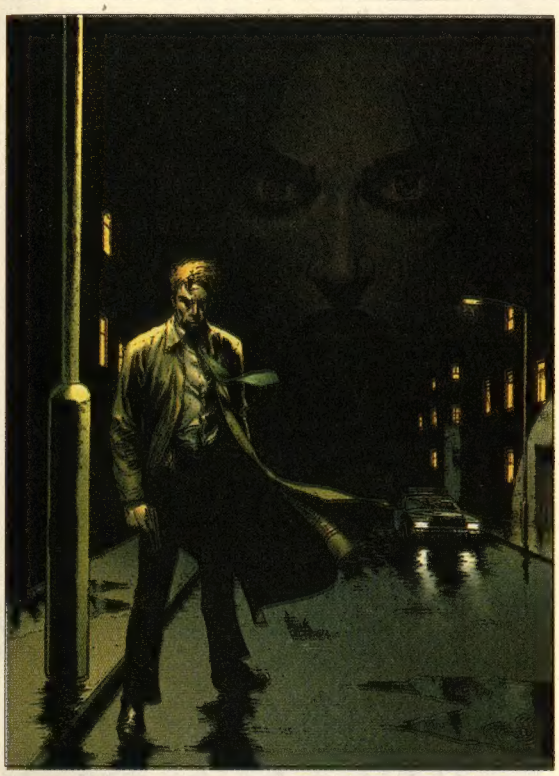
Abnett told **CI**, "There are hundreds upon hundreds of individual pocket universes. Each is, in its own way, an analogy of hell and is usually ruled by a Marvel villain who comes from his own dimension to attack the world.

"Andy and I see Limbo, Belasco's domain, as the wall between these what we call splinter realms", he explained. "Magik – with her strong ties to Limbo – is essentially border guard and the series sets out to explain her role while she tackles Earth's latest threat."

● Seen as a child in **Giant-Size X-Men** #1, Magik was introduced in 1982's **Uncanny X-Men** #160. She starred in her own four-part series the following year, drawn by John Buscema.

Left: Mary Wilshire's 1989 depiction of Magik. Right: Chris Claremont, the character's creator.





ABOVE: Gary Frank and Jason Gorder's art for one of their two covers to J. Michael Straczynski's **Midnight Nation #1.**

Murder first at Joe's

MIDNIGHT Nation is the first new title from Joe's Comics, *Babylon 5* creator J Michael Straczynski's Top Cow imprint that began in July with #9 of his existing **Rising Stars** series.

Launching in September, **Midnight Nation** focuses on David Grey, a police detective described by the writer as a good cop with a good heart. Grey becomes involved in a murder case – one that no-one else seems to care about or even wants solved. As he investigates, Grey realises that he might be out of his depth, especially when he discovers there are otherwordly aspects to the killing.

Straczynski is taking a non-traditional approach to the $2.50 Image comic. In conjunction with series artists Gary (**Kin**) Frank and **Darkchylde**'s Jason Gorder, he is planning to utilise a unique and experimental style of parallel storytelling.

Rising Stars

With the transfer of **Rising Stars** to his own imprint, Straczynski is beginning a new storyline leaping the years to a time when many Specials are running rampant – using their powers for revenge or to set up their own little empires.

Shipping from Image in July, the $2.50 issue of the Eagle Award-nominated title is drawn by Christian Zanier and John Livesay.

It is followed in August by a revised version of the 24-page **Rising Stars Prelude**. Pencilled by Keu Cha, the story in the $2.95 Image/Top Cow one-shot has been inked and coloured for the first time.

Midnight Nation #1, priced $2.50, ships in August.

WildStorm preps line of giants

DC IS developing a line of one-shots for its WildStorm Productions imprints.

In the tradition of DC's popular **80-Page Giants**, the new series is to feature giant-sized anthologies. The first of the prestige format comics – the **WildStorm Thunderbook** – premieres on August 2.

Priced $6.95, the 64-page special contains stories of Gen[13], DV8, Jet, WildCATS' Grifter and Cybernary.

Bishop: The Last X-Man writer Joseph Harris told **CI** that *Professionals* – the Grifter tale – is his first WildStorm work.

"It features everyone's favourite WildCAT merc in a tough spot and with a difficult choice to make," he said. "I love juxtaposing gruff, dangerous characters like Grifter with kids. It brings out a certain side of them we don't normally see. And so that's what I've done in this story.

"The tale takes place during the downtime between **WildCATS** volume 1 and volume 2," he explained. "Grifter – while globetrotting – has ended up in Paris and has been hired by a rich man to recover his young daughter who's been kidnapped.

"A job's a job, and Grifter aims to do it well," Harris added. "He's a professional, after all. But what if the child he recovers doesn't want to go home? What if her father isn't quite the concerned loving parent he appears to be? What if Grifter had to confront issues like child abuse and weigh his conscience against his payday?

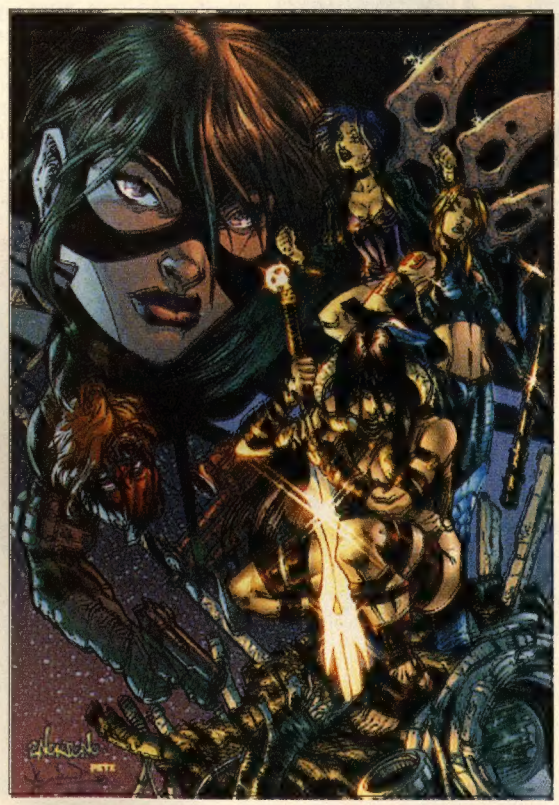
"Being a professional is not easy," Harris commented. "And sometimes people have to do shitty things to make a buck. But will Grifter?"

Others contributing to the special include **Gen[13]: Ordinary Heroes'** Adam Hughes, Kevin (**Tomorrow Stories**) Nowlan, **Legion Lost**'s Dan Abnett and Andy Lanning and Tommy (**Speed Racer**) Yune who is bringing Cybernary back from the ashes of Gamorra.

Jet flies solo

Abnett and Lanning's story features Jet, the heroine they introduced in the first issue of WildStorm's **Gen-Active** anthology.

Then, from September 27, they take a closer look at that young woman in a DC/WildStorm four-parter drawn by their **Gen-Active** partner Dustin Nguyen and newcomer Derek Fridolfs.



ABOVE: Dan Norton's cover art for **WildStorm Thunderbook #1.**

Jet: Midnight to Midnight tells of a day in the life of Jodi Slayton who is Backlash's daughter and was WildCORE's Crimson.

Speaking to **CI**, Abnett said the $2.50 series is an attempt to have some Spider-Man/Daredevil vigilante-type fun "with soap operas and romances going on in the background and really outrageously comical villains but still maintaining a sense of seriousness.

"It's a total change of pace for us from the mass group action of **Legion Lost** and the big concepts there," he added. "We've reduced it, not to villain of the week – it's still got an intent and a plot – but to let's have fun on a more personal level, threaten a few of her friends rather than the solar system."

In Brief

LESS than four months after signing an exclusive two year contract, JLA penciller Howard Porter has quit DC for a career outside the comics industry.

Porter was to have begun drawing Adventures of Superman as of September's #584. Mike (X-Man) Miller is taking his place on the $2.25 title.

THERE has been a hitch in Chaos publisher Brian Pulido's plans for his Infinity line which launched in June with Counter-Strike. Pulido's original intention was to launch a new mini-series every month but nothing will now follow the four-parter before early 2001.

X-MEN: Citadel of Night has been delayed by Marvel. The four-parter was originally intended as a Halloween tie-in but as writer Robert (Cable) Weinberg explained, "There were so many limited series coming out in September/October, it has been pushed back to December."

REPLACING longtime penciller Greg Capullo on Spawn is Sam & Twitch's Angel Medina. He joins series inker Danny Miki on the title with the $1.99 #101.

Shipping in August, it features the first of three self-contained *Cautionary Tales* as writers Todd McFarlane and Brian Holguin introduce a darker, more sophisticated tone to the Image series along with new villains and changes to the supporting cast.

MARVEL is cancelling Spider-Woman with October's #18. Writer John Byrne said that it fortunately concludes a three-part serial so he will be able to wrap everything up without forcing or rushing an ending.

TO INCREASE awareness of comics and manga in particular, Viz Communications has donated graphic novels worth in excess of $100,000 to public libraries across North America.

SPIDER-MAN's Tom Lyle has now been confirmed as the regular penciller on Mutant X. He joined series writer Howard Mackie on the $2.25 Marvel comic by helping out Bart Sears on June's #22. He took over completely for a planned two-issue tryout with #23.

THE SANDMAN's Jill Thompson is no longer drawing the August-shipping Chyna.

"The art style the WWF was looking for was the Chaos-type style. Like the Mankind or Undertaker or Stone Cold comics. My art doesn't fit that bill, so I won't be doing it. Sniff. I love Chyna. She's great. But, I want Chaos! and the WWF to get what they're looking for, so, no worries," she explained.

Replacing her on the $2.95 Chaos one-shot is the Stone Cold Steve Austin team of Eddy Barrows and Sandu Floria, reunited with writer Steven Grant.

FLINCH contributor Essad Ribic is painting the final two issues of Marvel's X-Men: Children of the Atom. He follows Steve Rude (#1-3) and Paul Smith and Michael Ryan (#4).

Latest new look from latest new editor at 2000 AD

2000 AD is to receive a face-lift to go with incoming editor Andy Diggle's plans to return the weekly to its former glories.

Diggle – who replaces departing editor David Bishop with Prog 1200 – told **CI**, "I've been a huge fan of **2000 AD** since I was 10 years old, and I feel unbelievably privileged to be guiding the comic into the 21st century. I think the title really lost its way during the '90s, and I'm looking forward to putting it firmly back on track with a real emphasis on high quality storytelling and art from top creators, with strong, classic characters and old-school grit, wit and imagination.

"I'll be doing a lot more to encourage and develop young talent, as well as working to make **2000 AD** the title of choice for established professionals," he added.

SF with attitude

"There is still so much to do with **2000 AD**, not least in terms of branding, licensing and giving the comic a strong presence on the Internet," Diggle explained. "But my first priority will always be the comic itself: science fiction and fantasy action with skewed black humour, bizarre imagination and attitude."

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*ABOVE: The cover to **2000 AD** Prog 1200 complete with new logo and design. The issue also sees a surprising change in size, to 194 x 297mm. This makes the title standard US comic proportions, but larger. LEFT: Art from* Red Fang. *Written by Steve (Pressbutton) Moore and drawn by Zenith's Steve Yeowell, the 12-parter is one of four serials beginning in the £1.40 Prog 1200, on sale on July 5.*

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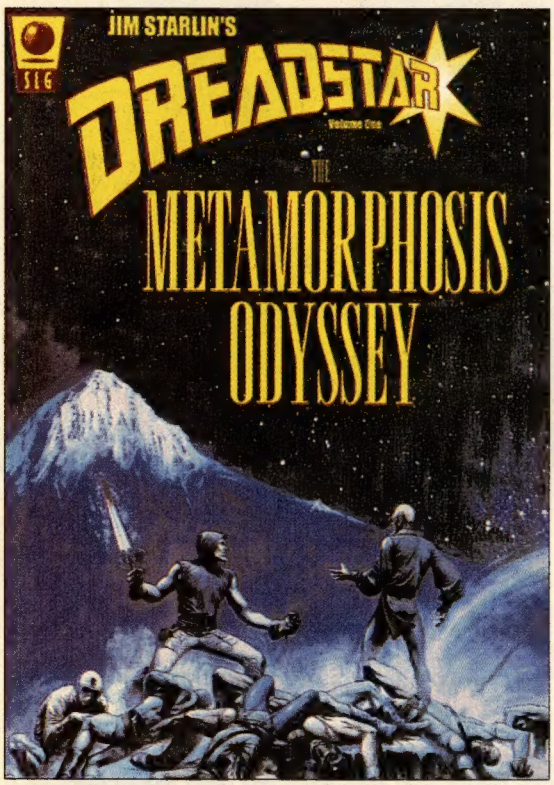
Slave Labor nabs Marvel's first Epic title

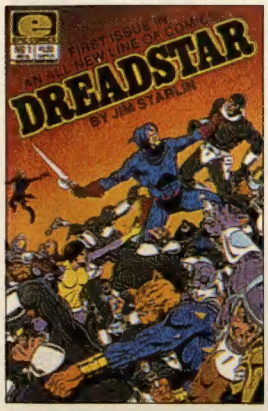
SLAVE Labor's president Dan Vado has acquired the rights to the first US creator-owned series ever to make the leap between publishers and is repackaging it after nearly 20 years.

Jim Starlin launched his *Metamorphosis Odyssey* in 1980, at the height of his popularity as writer/artist on Marvel's **Warlock**.

His serial appeared in the first nine issues of **Epic Illustrated** and introduced Vance Dreadstar to the world. It was followed by a second chapter – **The Price** [1981] – published by Eclipse as its fifth graphic novel.

Metamorphosis Odyssey, considered by many to be Starlin's magnum opus, is a *Star Wars*-style saga of galactic insurrection with Dreadstar's motley band of rebels trying to bring an end to a centuries-old war between The Monarchy and The Church of Instrumentality.





*ABOVE: The cover to the first volume in the Slave Labor **Jim Starlin's Dreadstar** series of trade paperbacks. TOP RIGHT: The cover to the first Epic comic, **Dreadstar** #1. Art by Starlin.*

Epic's first

In 1982, after its run in the Marvel anthology ended, *Metamorphosis Odyssey* was launched as a standalone series, **Dreadstar**.

The first from Marvel's creator-owned Epic Comics imprint, the title ran to #26 before moving to First Comics in 1987. There the series lasted a further 38 issues before being cancelled in 1991 with #64.

It resurfaced in 1994 at Malibu's Bravura imprint as **Jim Starlin's Dreadstar**. This six-parter was written by Peter David who had begun scripting the original series – after Starlin's departure –with #41.

In August, Slave Labor – who published Starlin's 1999 series **Wyrd: The Reluctant Warrior** – is bringing *Metamorphosis Odyssey* back into print as the first volume in a series of 120-page trade paperback series also entitled **Jim Starlin's Dreadstar**.

Slave Labor follows this in October with **The Price**. This second black and white volume contains the eponymous Eclipse graphic novel – previously reprinted by Marvel/Epic as **Dreadstar Annual** #1 [1983] – as well as **Dreadstar**, first published in 1982 as Marvel's third graphic novel.

As an added bonus, Slave Labor's second volume also includes the *Dreadstar* story from **Epic Illustrated** #19.

"Hopefully this will be the start of reprinting the entire **Dreadstar** series," Starlin told **CI**.

Spaceknights return

JIM Starlin has also made a return to Marvel where he is working on its new **Spaceknights** project.

"I'm pretty much a hired gun on this project, only writing the script and fine-tuning Chris Batista's plot," Starlin told **CI**.

"It's about Rom's sons coming of age and dealing with the return of the Dire Wraiths," he added.

*ABOVE: The cover to the first issue of **Rom**, Marvel's 1979 tie-in to the Parker Brothers toy; Sal Buscema art.*

Members of a galactic peacekeeping force, the two brothers have to confront the deadly threat posed by the return of the brain-eating, shape-changing aliens.

Batista – probably best-known for art on **Steel** – is plotting and pencilling the five-parter launching August 9.

The series introduces a new generation of the Space Knights last seen in Marvel's 1979 toy spin-off, **Rom**. To avoid the extra cost of licensing charges arising from Marvel's use of their action figures, none of the Parker Brothers originals feature in **Spaceknights**.

Batista told **CI** that he was a huge fan of the original series, adding, "Bill Mantlo always knew how to keep the reader hooked and Sal Buscema was great. I did have the Rom action figure but – aside from the cool accessories – he was horribly misproportioned."

*ABOVE: Chris Batista and Chip Wallace interior art from the first issue of Marvel's **Spaceknights** $2.99 mini-series.*

Explaining that the storyline is set 20 years after the last issue of **Rom**, the artist added, "We can't refer to Rom directly but the story features Brandy and his two sons as the focus of the book. Everything is updated to reflect the future. I've tried to have a bit of a retro look in there to keep the old fans happy and so far the feedback has been overwhelmingly positive.

"The supporting cast is made up of the sons and daughters of the first Spaceknights. There will be Dire Wraiths but none like you've ever seen before – these will be far more menacing," Batista concluded.

In Brief

GARTH Ennis is developing four graphic novels for Vertigo. Taking place during the last days of World War II, they will be self-contained but with an inter-linking theme.

Running 56 to 64 pages, each will be told from different points of view, American, British and German and each set in different theatres of war: land, sea and air. In addition, although no-one has yet been assigned, a different artist will illustrate each.

POPPY began as an idea Warren Ellis and Lea Hernandez had for an animated TV show for kids.

Now stories of Poppy Fields – who was grown in the Nativity Gardens – will appear as back-ups in issues #5-7 of Rumble Girls, Hernandez' Image series, These self-contained tales also feature Poppy's father who thinks he is El Grindo, the Mexican wrestler and her mother who slums it at the teleport station.

NEWCOMER Adi Tantimedh is developing a new two-issue *Elseworlds* series for DC.

Currently unscheduled, the writer's prestige format JLA: The Age of Wonder is being pencilled by P. Craig Russell and inked by Galen Showman, reversing the roles they took when illustrating Queen Amidala, Dark Horse's Star Wars: Episode 1 one-shot spin-off.

WHILE continuing to draw X-Man, Ariel Olivetti is also pencilling August's X-Force #107 to give series regular Whilce Portacio a deadline break.

INKER Art Thibert is joining penciller Mark (Thunderbolts) Bagley on Marvel's forthcoming Ultimate Spider-Man title.

Sam & Twitch's Brian Michael Bendis is still set to write the series although he announced his withdrawal from Ultimate X-Men shortly after agreeing to write both new hero variant titles.

Beginning with July's #33, Thibert is also inking Dan Jurgens' Captain America pencils. He most recently worked with the writer artist on the 1999 Superman/Fantastic Four one-shot.

ENDING an exclusive relationship with Marvel dating back to 1980, Tom DeFalco is preparing ready to spread his wings.

While intending to maintain his relationship with the company by continuing to write Spider-Girl and planned MC2 spin-offs, the former editor-in-chief is now developing projects for other publishers. One is a creator-owned title he is working on with his J2 collaborator, artist Ron Lim.

DARK Horse is cancelling the black and white anthology that launched the company from a comics shop in 1986. The last issue of Dark Horse Presents – the $2.95 #157 – will ship on September 20.

FORMER Uncanny X-Men writer Scott Lobdell is developing a Spider-Man/Marrow one-shot. The Marvel 48-pager is being drawn by E.V.E. ProtoMecha's Ale Garza but is unlikely to see print until late this year at the earliest.

AN UNPUBLISHED 1940s Mac Raboy drawing will grace the cover of ***Alter Ego*** *#6. The illustration of Fawcett Publishing's Captain Marvel Jr (now a DC copyright character) highlights the $5.95 magazine's extensive coverage of Raboy's Golden Age art. Published by TwoMorrows on September 27, the issue's flip cover is a previously unpublished* ***Doctor Strange*** *piece by Gene Colan and Tom Palmer which accompanies commentary on Marvel in the 1960s and '70s from Colan, Herb Trimpe and others. Among other features, the black and white issue also contains interviews with Stan Lee and Robert Kanigher on their how-to-write-comics books of the 1940s.*

Shi creator turns back clock

BILLY Tucci is bringing his sohei warrior back to star in her own series for the first time in two years.

Described as a year one story, Crusade's **Shi: Year of the Dragon** mini-series is written by Tucci and Gary (**Shi: Senryaku**) Cohn. It is set in Tokyo in 1988 and features Ana (Shi) Ishikawa as a 17 year-old high school student. Together with her best friend, she becomes involved with a motorcycle gang and begins a sordid descent in to a world of drugs, violence and prostitution.

Discovering the gang's club is owned by the man who murdered her family gives Ana the will to fight her addiction as well as igniting a desire to wreak vengeance on the killer and his Yakuza comrades.

Completing the team on **Shi: Year of the Dragon** is Rich Perrotta who inked Tucci on the **Wolverine/ Shi** one-shot.

Describing the series – which launches in September – Tucci said, "it tells of Ana's turbulent teenage years and will carry a strong anti drug message."

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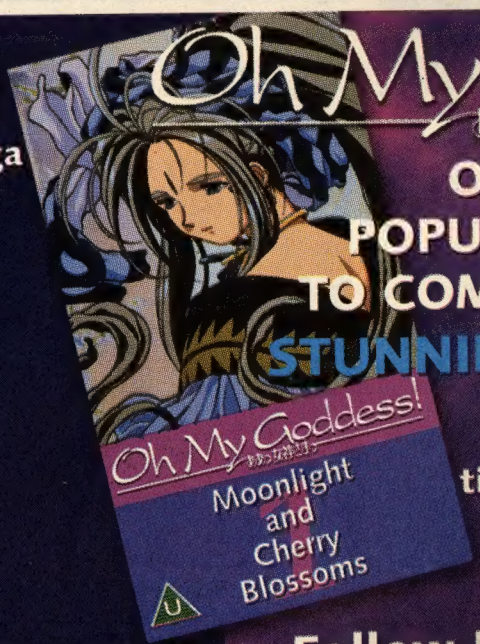

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A WildCATS tale of love and wholesale murder

THE **MR Majestic** team of Joe Casey and artists Eric Canete and Juan Vlasco are working on a prestige format one-shot that the writer describes as "a book that's meant to piss people off."

Discussing **WildCATS: Ladytron** with **CI**, Casey added, "It's some of the most extreme stuff I've ever written. It's a bloody tale of love and wholesale murder, filling in some of Maxine [Ladytron] Manchester's backstory along the way.

"Think of it as the sickest origin story you'll ever read," he continued.

"With DC owning WildStorm, the censors came down hard when I turned in the script for this thing," he explained. "Luckily, censors are as stupid as they are conservative, so we sneaked a lot of stuff in there. Thanks to WildStorm's Scott Dunbier and Eric DeSantis, the story will see print pretty much as written.

ABOVE: Eric Canete and Juan Vlasco's cover art for DC/WildStorm's $5.95 ***WildCATS: Ladytron*** *which ships on August 16. TOP: J. G. Jones' cover art for DC/WildStorm's $2.50* ***WildCATS*** *volume 2 #14, shipping on August 2.*

"Think of **Ladytron** as a stop-gap between **Mr Majestic** and our new monthly for 2001," the writer cryptically remarked while forecasting that Canete – who first worked for Verotek – will become a major talent in the coming year.

WildCATS extreme

Speaking of his plans for his DC/WildStorm series, Casey commented "Since [artist] Sean Phillips and I took over, **WildCATS** has undergone a startling transformation, and we're just trying to get the word out. To label the series as superhero is misleading. What Lobdell and Charest began, we've taken to the nth degree. This will be aptly illustrated in the upcoming six-part storyline.

"*Serial Boxes* – which begins in #14 – is perhaps the darkest tale in which the WildCATS have ever been involved," he suggested. "To call it extreme is a gross understatement.

"All of the cast members are involved but some of them aren't going to be the same at the end of this story. Now, I know readers have heard those claims a million times already, usually ending up being overblown hype and empty promises. Not this time," Casey announced.

"**WildCATS** is, for me, the direction in which superhero comics should be heading as we enter the 21st century," he proclaimed.

Warming to his theme, the writer continued, "The cliched, spandex-clad, pro-wrestling style nonsense that most mainstream superhero comics display is becoming real tired, real quick.

"But superhero comics don't have to be as limiting – or as conservative – as Marvel and DC would have you believe. **WildCATS** is a giant leap in a new direction for superhero comics and we just want readers to see for themselves," he concluded.

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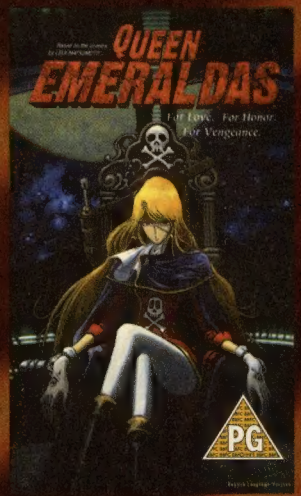

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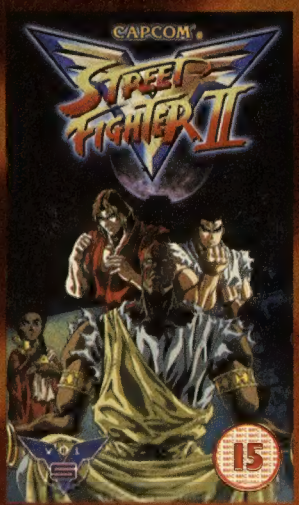
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Blockbuster debut for new JLA creative team

Combining forces, former writer of **The Flash** and **The Authority**'s ex-art team pull out all the stops to stake claim on DC's top-selling super-team with cosmic scale extravaganza in tabloid one-shot

HAVING replaced Grant Morrison with June's #42, new **JLA** writer Mark Waid is finally united with the series' new art team.

Individually Eagle Award-nominated for their work on **The Authority**, Bryan Hitch and Paul Neary will first join Waid for **JLA: Heaven's Ladder**, a tabloid-sized one-shot that DC describes as the new team's big screen debut.

CI spoke with the writer who said he used his first four issues to make a smooth transition from Morrison. As Waid explained, "I began with a Grant head but by the end of the story it should be very clear the tone that I want to establish and what my objectives are."

On the difference between his and Morrison's approach, he added, "The joke has always been that Grant writes from the head while I write from the heart."

*ABOVE: Bryan Hitch and Paul Neary's artwork for the wraparound cover to DC's **JLA: Heaven's Ladder** one-shot.*

End of the world

JLA #42-46 features an end of the world storyline with Ra's al Ghul as the villain.

Asked if he intends this to be the last such tale, Waid responded, "The built-in problem with **JLA** is that you can't get very far away from apocalyptic end of the world stories. With a team that powerful, the stakes have to be high.

"Since you can only see the world in danger so often and since everybody knows we're probably not going to destroy the world, the focus ends up being on the puzzle aspect of it," he explained. "We all know the Justice League is going to win but how will it happen? Will there be any cost to the Justice League?"

Cryptically Waid added, "In point of fact there is a terrible cost to the team at the end of the Ra's al Ghul story which I really can't go into at this point!"

When asked about the problems inherent in having to create antagonists worthy of the attention of DC's mightiest heroes, Waid said, "I know this doesn't toe the company line for the past 30 years but I find coming up with the menaces the easy part. For me, the hard – and the fun – part is making the story both interesting and exciting.

"The other little line on Justice League has always been that you can't really develop their characters because these guys have their own books," Waid remarked. "That's bullshit!

"Of course you can," he continued. "It just means you can't alter Superman's status quo but you can change his relationship with Wonder Woman. You can work with the group dynamics and that to me is interesting."

Shifting focus

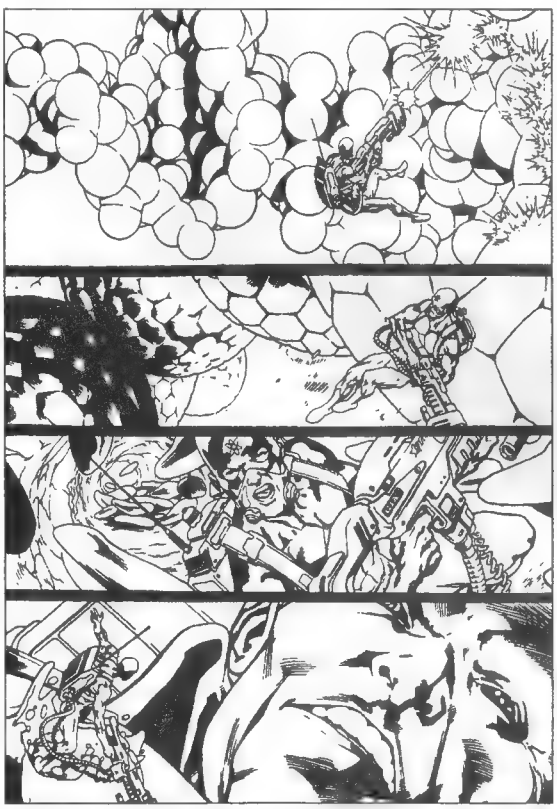
Speaking of plans he has lined up for the series, Waid said, "Another approach that I'm taking – without making too big a deal off it – is moving the camera around from adventure to adventure, and I've got the first year or so planned out."

By way of explanation, Waid continued, "In the Ra's al Ghul story Superman and Batman get a lot of camera time. With the Queen of Fables serial Wonder Woman is essentially the focus but not to the exclusion of the other Justice Leaguers, it's just that she's the key player in the story. After that – in issues 51 and 52 – the focus shifts to Plastic Man."

Turning to his first story with Bryan Hitch and Paul Neary, Waid explained that **JLA: Heaven's Ladder** sits between #41 – Morrison's last issue – and his first. This, he explained, allowed him to use all the existing team members without revealing which one exits in #46.

Following this 72-page story of aliens who steal Earth, the new creative team takes over the regular series with #47 which ships on September 27, two weeks after the special.

This $2.25 issue introduces a new foe – the Queen of Fables – as the League enters a dark realm of sorcery and learns just how terrifying fairy tales really can be.



*ABOVE and right: Bryan Hitch and Paul Neary interior art from the 72-page **JLA: Heaven's Ladder**. The tabloid-sized special ships from DC on September 13, priced $9.95.*

JLA fans: For news of the DC super-team's forthcoming clashes with the Witchblade and Predator, turn to page 12 ➲

Hunters from outer space stalk DC's best-selling team

***Martian Manhunter** writer sends JLA to face super-powered Predators*

WRITER John Ostrander is having to beef up 20th Century Fox's Predators so the Dark Horse-published aliens' forthcoming one-shot rumble with DC's premiere super-team will be more than a pamphlet.

For **JLA/Predator**, the **Martian Manhunter** author is arranging for the deadly alien hunters to acquire superpowers, courtesy of one of DC's alien races.

Drawn by **Hawkworld**'s Graham Nolan and Randy (**StormWatch**) Elliott, the 48-page prestige format one-shot is tentatively scheduled for this winter.

Speaking to **CI** about the project, Nolan said, "The Predators are tired of getting their butts kicked by the superheroes of Earth, so they have the Dominators genetically enhance them to give them superpowers. They come to Earth... and the hunt is on, with the JLA on the menu."

When facing the prospect of making an interesting story out of such unequal confrontations as JLA versus Predator, most writers take the option of depowering the most powerful.

*SHOWN: J'onn J'onzz loses his head (top) but his body seems to face up to it (above) while Superman looks tough and Green Lantern throws up as they prepare to face the Predator (right). Highlights of pages from DC's **JLA/Predator**; pencilled by Graham Nolan.*

Meta-Predators

Asked by **CI** why he chose to increase the power of the Predators instead, Ostrander responded, "Actually, when I was approached about this project, editor Dan Raspler and his opposite number at Dark Horse had already come up with three springboards, of which powering up the Predators was one.

"I was given my choice and that's the one I took because I thought it would provide the most interesting and visual story," he added.

"Basically, the ones who create these Meta-Predators wind up having to run from them and, ultimately, need the JLA's help," the writer explained. "That creates an interesting ethical dilemma for the JLA – should you save the guys who created something to kill you?

"To me, the answer and the reason for the choice makes for an interesting story," Ostrander concluded.

● Graham Nolan is also the new artist on *Rex Morgan MD*, the long-running newspaper strip launched in 1948.

But first it's JLA vs the Witchblade

ON OCTOBER 4, DC's number one super-team is being called upon to face a different kind of challenge when one of its members is taken over by the Witchblade.

Originally scheduled as part of the arrangement that gave Top Cow the rights to **The Darkness/Batman**, DC's **JLA/Witchblade** should have shipped in early to mid 1999. Intended to be produced by the **Kaboom!** duo of Jeph Loeb and artist Jeff Matsuda, the prestige format one-shot is now being written by Len Kaminski with art by the **JLA**'s regular fill-in team of Mark Pajarillo and Walden Wong.

Former **Iron Man** writer Kaminski tells how Kenneth Iron hires another businessman, Lex Luthor, to obtain the Witchblade from its current holder, Sara Pezzini.

In the havoc that ensues, Pezzini is beamed up to the JLA Watchtower medlab. Once there, the Witchblade leaves her to take possession of a more powerful JLA member, forcing the team to fight against one of its own.

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JOB DONE!

In Brief

BOOK of Ballads and Sagas creator Charles Vess is painting Rose, a prequel to Bone which looks at Gran'ma Ben's early life.

The Cartoon Books series is written by Bone creator Jeff Smith. The first 48-page issue ships in September, priced $5.95.

ETHAN van Sciver has quit Impulse. Announcing his decision, the penciller explained that he was ready for a change. He also said he was considering several different DC projects.

Van Sciver's last issue is the October-shipping #67. A replacement artist has yet to be assigned to the title.

INCREDIBLE Hulk has also lost its penciller. Ron Garney has decided to quit the title rather than renew his exclusive contract.

His last issue is September's #20. Reportedly *Marvels Comics* Spider-Man #1 artist Kyle Hotz is drawing #21 while John Romita Jr will pencil at least #22-23.

FANS OF John Carpenter's *Hallowe'en* films will want to check out a Chaos! one-shot that reveals the origin of Michael Myers, the archetypal slasher movie stalker.

The $2.95 Halloween: Behind the Mask #1 ships in October. Written by Evil Ernie: Destroyer's Phil Nutman and drawn by Lady Demon's Dave Brewer and Curtis Arnold, it is also available for $12.95 with a glow-in-the-dark photo cover and in a 2,500 copy limited edition with a chromium cover, priced $15.95.

THE FRANKFURT Book Fair is turning the spotlight on comics.

Beginning at this year's fair – which runs from October 18 to 23 – *Fascination Comics* is a three year project offering a platform for dialogue between publishers, creators, agents and anyone else interested in the medium.

For further details, contact Wolfgang Strzyz, Project Co-ordinator Comics at comics@book-fair.com.

AFTER five years of producing Poison Elves as a monthly, Drew Hayes is dropping the frequency of his black and white cult favourite to bimonthly.

The change takes place with the 24-page #67, shipping from Sirius in September. The $2.95 issue is written by Hayes with Capt Freebird's Fitlbach Brothers filling in on the artwork.

THE controversial UK black humour comic Skank is back under a new name. Using the police identification coding (ex-racial coding) of IC3 signifying black – Bobby Joseph's new title starring Big Val, Yardie Gyal and de Mampy Squad, is planned to resurface in September.

TO TIE-IN with the October release of *Blair Witch 2: Book of Shadows*, Oni Press is collecting its Blair Witch Chronicles into a 124-page trade paperback.

The black and white compilation also contains Oni's one-shot adaptation of *The Blair Witch Project*. Priced $15.95, it ships on September 29.

New Warriors cancellation frees writer to take on DC's original teen team

JAY FAERBER is replacing the departing Devin Grayson as writer of **The Titans**.

Faerber – who has been co-writing the DC title with Grayson for the past three issues – takes over the series in September with #21.

Asked how he felt about moving from one teen team title to another, the former **New Warriors** writer told **CI**, "It's really weird. I've always loved the Titans but – as much as I wanted to write them – I always told my friends that, so long as I had **New Warriors**, I wouldn't pursue **The Titans**.

"The books are similar in a lot of ways and I didn't want to spread myself too thin," he explained. "But it worked out really well that – within a month of losing **Warriors** at Marvel– I was offered **Titans** at DC. Poetic justice, I guess."

*ABOVE: Justiniano's cover art for the 64-page **Titans Secret Files** #2, shipping on August 16, priced $4.95. BOTTOM LEFT: An extract from Phil Jimenez's cover art for **The Titans** #20. But why are central figures Nightwing and Tempest both in such a hurry?*

Warriors vs Titans

Comparing the two teams, he commented, "They're similar in that both are comprised of young adults who are tackling the world, and learning as they go. The reason I always liked the Titans – and the Warriors, for that matter – more than the X-Men (back when both books were at the top of the charts, in the '80s), is that the Titans were in it alone. The X-Men had this all-knowing mentor figure to answer the tough questions. But the Titans were just kids – they didn't really have anyone to turn to.

"Sure," the writer added, "They had their various mentors, but that was never really a factor in the **New Teen Titans** series. That's why I never really liked it when Chord hung out with the Warriors. He was a little too close to being a mentor.

Reflecting on extremes, Faerber continued, "The biggest difference between the Warriors and the Titans is that the Titans have this tremendous legacy to live up to, in a couple of ways.

" One, they're the heirs to the thrones of some of the biggest mantles in the DCU. And two, as a team, they have a rich history. These characters know each other, inside and out," the writer explained. "By comparison, the Warriors haven't been around nearly as long, and are still viewed as the new kids on the block, in a lot of regards. Basically, the Warriors want to get the kind of respect that the Titans already have."

Titans roster cuts

Reluctant to give too much away too early, Faerber did tell **CI** that the team roster is being cut back from 10 members to six. "Starting with #21, the Titans team will consist of Nightwing, Arsenal, Troia, Tempest, Jesse Quick and Argent.

"Cutting back the team will let me concentrate on those six members, thereby delivering the intense kind of characterisation that **Titans** fans have come to expect. It was tough, deciding who should stay and who should go, but I'm confident that the roster we put together will provide excellent story fodder for quite some time.

"And in addition to those six characters, I'll be reintroducing two former Titans characters, to play supporting roles," he added.

"I think my **Titans** will be a little more of a traditional superhero book than under Devin's hand, meaning we'll see more large-scale threats and more action," Faerber continued. "And whereas Devin told pretty streamlined, straight-ahead stories, I'll be playing with a lot more subplots, interweaving different stories together at the same time."

Faerber also told **CI**, "We've got some pretty cool villains coming up. Big guns like Deathstroke – who will reclaim his title as the ultimate mercenary bad-ass, Cheshire – mother of Arsenal's child, Dark Angel – the witch who made Troia's life a living hell and Slizzath – Tempest's demonic uncle. They will all return to plague the team, while we also introduce The Hangmen, an all-new team of superhuman mercenaries."

Loose ends

Faerber is also writing a four-issue Marvel series that not only wraps up some of his **New Warriors** plots but also some John Ostrander was unable to resolve before his **Heroes for Hire** series was cancelled in 1999.

As Faerber explained, "In **Heroes for Hire**, John established that Danny Rand (aka Iron Fist) had set in motion a series of events that would bring the mystical city of K'un-Lun to our dimension in the year 2000.

"The city's arrival was keyed into both Danny's Iron Fist powers, and his heartbeat," the writer added. "But as we saw in **New Warriors**, Danny lost his powers to Junzo Muto, a 16-year-old kid destined to assume leadership of The Hand, a cult of ninja assassins."

Enter Wolverine

Having laid out the background, Faerber continued, "In **Iron Fist & Wolverine: The Return of K'un-Lun**, we will find out that Junzo is determined to see to it that K'un-Lun is brought to this dimension – smack-dab in the middle of Tokyo! Danny sets out to stop him, but his involvement may actually help Junzo's cause!

"This is where Wolverine comes in, as he lends his power and his knowledge of Tokyo to aid Danny's cause and the two heroes team up to prevent the Hand from becoming a global power," Faeber concluded.

***The Titans** #21, priced $2.50 and **Iron Fist & Wolverine: The Return of K'un-Lun** #1, priced $2.99, ship on September 20.*

*ABOVE: Series artists Jamal Igle and Rich Perrotta's cover for **Iron Fist & Wolverine: The Return of K'un-Lun** #1.*

Emerald twilight for Ron Marz

Former writer back on Green Lantern for Aliens crossover at Dark Horse

WHILE saying "Never say never again," Ron Marz has written what is meant to be his last Green Lantern story. But, after six years writing the hero's adventures for DC, Marz – who left to join CrossGeneration Comics as staff writer – has turned to Dark Horse for his GL swansong.

Drawn by Rick (**Spider-Man 2099**) Leonardi and **Negative Burn** contributor Mike Perkins, Dark Horse's four-issue **Green Lantern/ Aliens** features not only Marz's Kyle Rayner incarnation of DC's Emerald Crusader but also Silver Age version Hal Jordan.

Discussing the series, Marz told **CI**, "One of the things that really appeals to me about Green Lantern is the cyclical nature of the concept. Superman or Batman are very specific individuals – only Bruce Wayne can be Batman, only Clark Kent can be Superman. But Green Lantern is whoever has the ring. I like the notion of Green Lantern having a lineage to it, the mantle being passed down from generation to generation."

The old and the new

"So," the writer continued, "It seemed totally appropriate to set **Green Lantern/Aliens** across two generations and to use it as an opportunity to play with both Hal and Kyle. It was a chance to see how Hal and Kyle would react in essentially the same situation, and see how one generation can effect the next. Beyond that, it was just cool to write Hal in his prime."

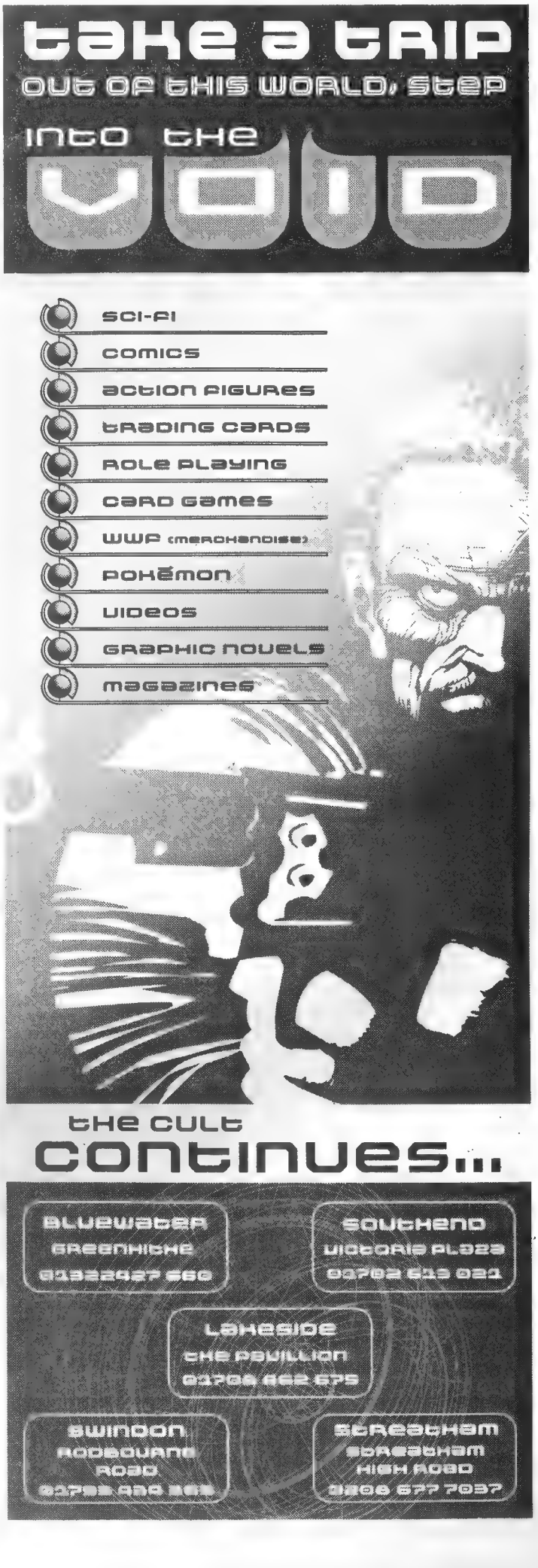
Speaking about the crossover itself, Marz commented, "It's a pairing that makes sense from the standpoint of Green Lantern and Aliens both being outer space science fiction concepts. We didn't really have to go through a lot of machinations to bring them together – as you have to do with some of the other crossovers. The difficulty was in the relative power levels of the GLs and the Aliens.

By way of explanation, he continued, "The Aliens are nasty and scary, but ultimately they're not much more than animals. The GLs all have what is invariably billed as the most powerful weapon in the universe on their fingers.

"You don't want to completely lose the element of the power ring, because then it's not really a Green Lantern story, but you do have to do something to balance the scales a bit," he concluded.

Green Lantern/Aliens #1, priced $2.95, ships on September 13.

*ABOVE: Dwayne Turner's cover artwork for **Green Lantern/Aliens** #1.*



*THE aptly-titled **Double Image** is tentatively scheduled to premiere in early 2001. A creator-owned Image series, it contains two stories. One is by Scott Lobdell and artist Mark Badger while the other is CodeFlesh by Charlie Adlard (art above) and writer Joe Casey.*

Future Buffy spin-off

FANS of Joss Whedon's *Buffy the Vampire Slayer* TV series are going to miss out unless they are comics fans as well.

In an unusual move, Whedon – who has already spun-off a second TV show, *Angel*, from his hit series – is planning a comics spin-off.

Set up at Dark Horse, which publishes the **Buffy the Vampire Slayer** and **Angel** comics, the eight-issue **Fray** is tentatively scheduled for a May, 2001 launch.

As Dark Horse's Shawna Ervin-Gore explained to **CI**, "We've been sitting on an official announcement just to give Joss enough time to get a solid chunk of work done on the series, but since he's been chatting about it with various newsgroups, we'll fess up.

"But, as a warning to Joss's fans, please don't expect to see this thing in the too-near future," she added. "The first script is done but we're still negotiating artists and that leaves a lot of work yet to be done on **Fray**."

While Whedon's *Angel* is set contemporaneously with the *Buffy* show, his comic has a futuristic setting.

As Whedon announced, "The limited series I'm doing for Dark Horse called **Fray** is about a Slayer and takes place 500 years in the future. It's set in the *Buffy* universe, except that nobody from *Buffy* would appear in it.

ABOVE: Angel (left) and Buffy as portrayed by David Boreanaz and Sarah Michelle Gellar.

"The comic book exists in its own way, and I can't mess with that history," he continued. "I was going to do something about Faith, but then I was like, I'm bringing Faith back, and it would interfere with that. By setting it in the future, I don't have to create a whole new world; I can sort of play off of this mythology but not through jeopardising the characters from the show.

"We're just talking to an artist now. I've written the first one and a half issues," the writer added. "The tone is a gritty action-adventure sci-fi fun thing.

"It's not quite as based in the day-to-day experiences of a girl's life the way that Buffy is. It's a much more broader-scoped adventure. It's really fun. Writing the first issue was different from anything I've ever done," Whedon concluded.

Call Me Princess author creates shojo manga for US

A Comics International world exclusive

THE RECENTLY formed Fanboy Entertainment is to publish the first shojo manga [girls' comic] to be produced specifically for English-speaking readers

The pioneering company has already announced the first manga developed by a Japanese creator for the US market. It has now scheduled **Spellbound: The Magic of Love** to follow Kia Asamiya's forthcoming **Dark Angel: Phoenix Resurrection**.

While the Asamiya title will be released by Image, Tomoko Taniguchi's shojo series is being published by Fanboy Comics.

Taniguchi spoke with **CI** about **Spellbound**. Asked about her approach to a series aimed at a Western audience, she said, "Creating a comic outside Japan for the foreign market is indeed a challenge. I will approach it differently than I would in Japan. I have been creating shojo comics for girls in Japan for 10 years and know the Japanese readership and audience rather well I usually write and draw for comics that specifically target girls in Japan. That will not be the case here with **Spellbound**. I am writing for a new market and it kind of scares me.

*ABOVE: A Tomoko Taniguchi **Spellbound** sketch.*

"I have always loved American culture and think I understand it pretty well. I love foreign movies and TV shows," she continued. "I am going to take some of what I know and love and use it in **Spellbound**. I want to keep it new to readers here. I do not want to make a typical flowery shojo girls comic.

"I feel a lot of pressure in coming up with something all readers will enjoy but I am writing a story I think everyone will like and relate to," she remarked. "It is a love story and love is the universal language. Not writing for a Japanese audience has also given me more freedom. I can write what I want to write about. I can show girls being girls, acting like they really would.

"I am also going to be writing **Spellbound** for myself. I want to write the kind of story I would like to read. Japanese editors usually don't like that. I hope all my fans, no matter where they live, will enjoy the adventures of Ami," Taniguchi concluded.

***Spellbound: The Magic of Love** #1, priced $2.95, ships in August.*

CrossGen's fifth is its First

THE recently-established CrossGeneration Comics is preparing its fifth series, the somewhat ironically-titled **The First**.

The $2.95 monthly is set to premiere in November. Named after the godlike beings originally intended to be the main focus of **CrossGen Chronicles**, it is by CrossGen's chief writer Barbara Kesel with art by Marvel's **Blade** team of Bart Sears and Andy Smith.

Kesel is already writing **Sigil** and **Meridian**. Of the latest addition to her workload, she exclaimed, "These characters will scramble to investigate the riddle of the Sigil-Bearers, squabble, tryst, scheme, and battle their way toward dominance... and that's just part of the first issue!"

ABOVE: A stunning double page featuring the members of The First; Bart Sears and Andy Smith artwork.

Perez at CrossGen

With its stars having moved into their own title, changes are planned for **CrossGen Chronicles**.

Instead of continuing as a quarterly, the series is to become an umbrella title for an occasional series of one-shot spin-offs from the main CrossGen titles.

Already planned are the first four specials which will provide background to major characters or events featured in the monthly series. These will be pencilled by George Pérez who is joining Cross Gen as a freelancer, the first contributor to its titles not to be locally based on staff.

The Eagle Award-winning artist has just announced he has been forced to drop Marvel's **Avengers** from his schedule. His continuing ill-health has, apparently, made it difficult for him to maintain the pace a monthly comic demands.

His last **Avengers** issue is the 48-page #34 which ships in September, priced $2.99

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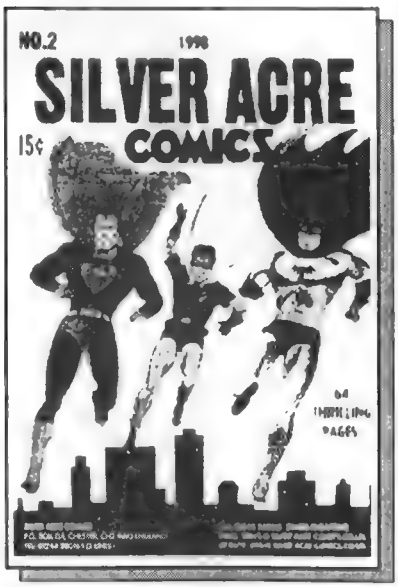

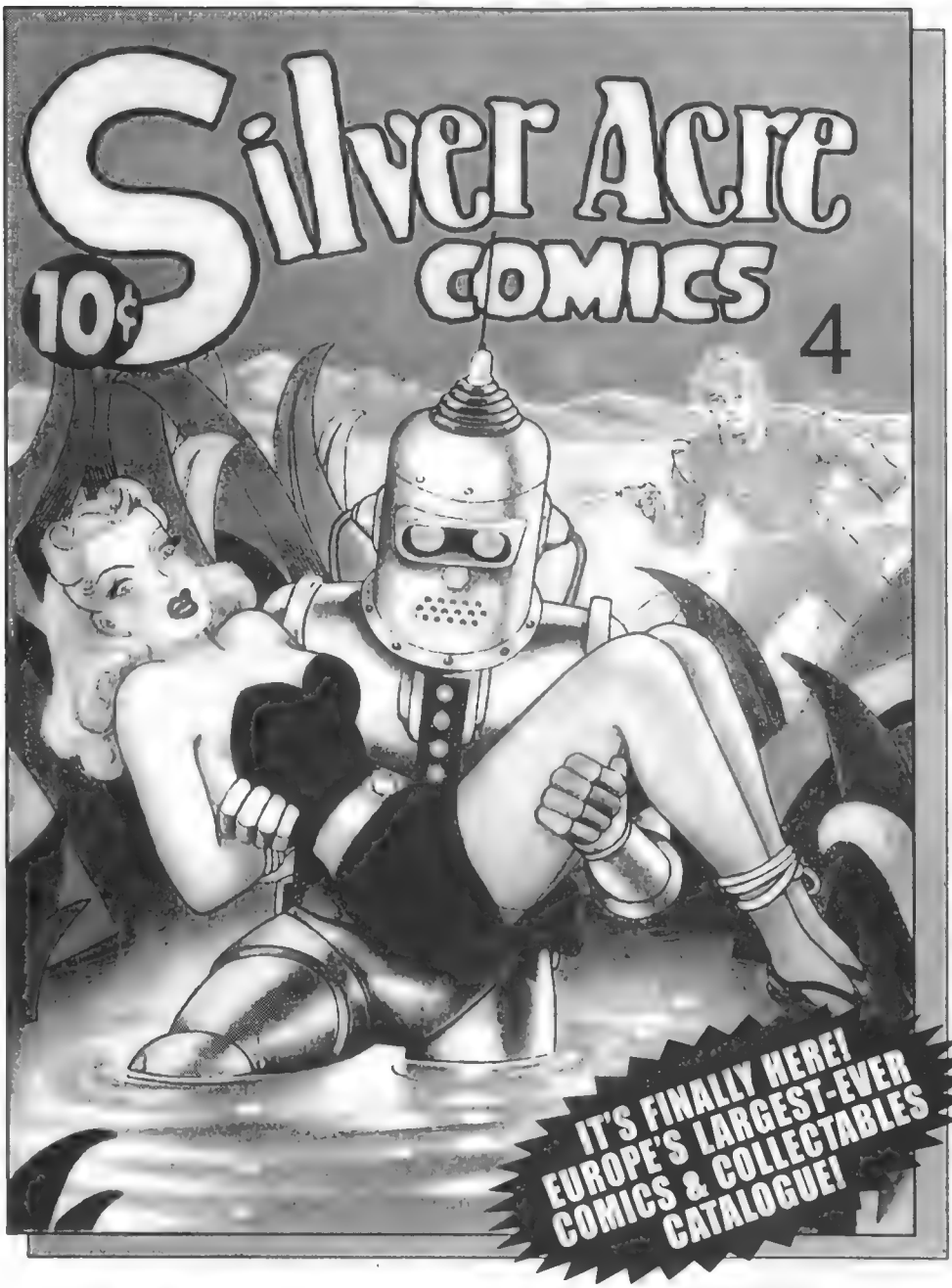

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THE PLACE TO GO ON THE INTERNET

*BRYAN Talbot is transferring his **Heart of Empire** to CD-ROM. While Dark Horse has set no date for the release of the package the creator of the Eagle Award-winning Luther Arkwright told **CI** that it contains the entire nine-issue series as well as everything relating to its development including details of Talbot's research and other material. Every page is shown from initial rough draft to final version with each illustration accompanied by the writer/artist's commentary. Dark Horse is also planning a **Heart of Empire** trade paperback*

Avatar gets Exposure

DROPPED from Image only four issues into their series, Shawna Diaz and Lisa Shannon – Al Rio's Paratech Research babes – are about to resurface at Avatar,

Now retitled **Exposure: Second Coming**, their bimonthly comic is being relaunched with a 40-page issue that opens with a 10-page story. This not only progresses the tale from the Image series but also brings new readers up to speed.

It is followed by *The Ninth Order*, a mystery tale developed by the artist and series writer Dave Campiti who told **CI** that it centres on the creator of a blockbuster video game by that name, who has been cheated out of his money.

"One-by-one," Campiti continued, "all the people who shafted him are found brutally murdered. He's the chief suspect although he was thousands of miles away – with his son – at the time.

Diaz and Shannon are called in to solve the mystery Campiti said adding that the story also resolves the plot involving the beautiful Angel – introduced in #2 of the Image series.

*ABOVE: **Exposure**'s Shawna Diaz and Lisa Shannon together with series action hero Graham Burroughs; Al Rio art.*

Avatar's first issue ships with a cover drawn by Rio or a photo variant featuring models Natalie Matta and Tabatha Utley as Diaz and Shannon.

● Avatar has plans for a number of other projects from Campiti's Glasshouse Graphics, among them the relaunch of Mike Deodato Jr's **Jade Warriors.**

***Exposure: Second Coming** #1, priced $3.50, ships August.*

Horror comes to Cross Plains

Howard publisher adds Lovecraft title to existing sword, sorcery and adventure line

THIS July, Cross Plains Comics is taking a step beyond the worlds inhabited by such characters as Red Sonja, Kull and Wolfshead with the publication of a black and white one-shot which adapts horror stories by H. P. Lovecraft.

Recently chosen as *Best New Publisher* by Diamond Comics Distributors, Cross Plains was established in 1999 to produce titles based on the works of Conan creator Robert E. Howard.

Its first venture beyond the characters created by Howard features three strips originally written and drawn for the Spanish comicbook market by Esteban Maroto, the designer of Red Sonja's original metal bikini look.

Contained in the 64-page **H. P. Lovecraft's The Call of Cthulhu** are the artist's adaptations of *The Call of Cthulhu*, *The Festival* and *The Nameless City*. For the English translations, Maroto worked with **Conan the Barbarian**'s Roy Thomas, renowned for introducing Howard's work into comics.

Howard horror

Explaining the decision to publish the $5.95 special, CPC's Steve Lightle told **CI**, "Because of the undeniable influence that Lovecraft had on Howard's writing, we consider it a companion to our upcoming **Robert E. Howard's Horror** book."

Shipping in August, this second $5.95 title is another 64-page black and white anthology. It contains six horror tales which, says Lightle, are a combination of classic and new material adapted from – and inspired by – the writings of Howard.

Five of the stories are REH adaptations with Gil Kane, Frank Brunner and Gene Day among those providing the art. Four are written by Thomas with Silver Age great Gardner Fox supplying the fifth.

Lightle himself has written and drawn a *Wolfshead* story for the title. Especially commissioned, it stars Howard's werewolf character Simon De Montour in an story of terror, chance meetings and murder.

Bran Mak Morn

Cross Plains has a number of other Howard-related one-shots in production.

Marchers of Valhalla is an adaptation by Thomas and artists Nestor Redondo and Rey Garcia. According to Lightle, the $6.95 special – currently being coloured – is to be solicited shortly.

Worms of the Earth was serialised by Marvel in its black and white magazine, **Savage Sword of Conan**. Howard's final Bran Mak Morn story, it was adapted by Thomas with art by Tim Conrad and Windsor-Smith.

Never having been reprinted, it is to appear in colour for the first time.

Shipping in September, the 8½ x 11" one-shot also contains a gallery of artwork featuring Howard's Pictish king as drawn by artists including Jeff Jones, Gary Gianni and Ken Kelly.

Together with illustrated articles on Howard and the Picts, Cross Plains' $9.95 **Worms of the Earth** also features highlights from Wandering Star's **Bran Mak Morn: The Last King**.

Currently scheduled for late this year, the hardcover collects all of Howard's tales of the Pictish King and is illustrated by Gianni.

Marchers of Valhalla and **Worms of the Earth** are both 64-pages and were originally solicited to ship in August 1999.

Red Sonja

Tentatively being developed is a planned series of trade paperbacks that will reprint Marvel's stories of Conan's occasional companion Red Sonja in chronological order.

Cross Plains originally scheduled the 192-page first volume of **Red Sonja: The Life and Times of a She-Devil** for last September. Yet to appear, the $19.95 book is set to include stories drawn by Windsor-Smith, Neal Adams, Esteban Maroto and Howard Chaykin.

*ABOVE and top: Steve Lightle artwork for his Wolfshead story in Cross Plains' **Robert E. Howard's Horror** one-shot.*

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The Spectre's hand grazed Donahue's chest just as the policeman fired. So who, I still wonder, actually killed him?
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CATCH ME, POPSIE!

From Silver Age Green Lantern to the new Spectre

Former Doctor Fate writer takes on another DC occult hero as Hal Jordan prepares to face eternity as the Wrath of God

PREPARATIONS to launch one of fandom's favourite Silver Age DC alter egos as the focus of a continuing series are finally under way.

Already revealed as Jim Corrigan's replacement in the **Day of Judgment** mini-series, former Green Lantern Hal Jordan's new career as the Spectre's mortal host begins in earnest in **Legends of the DC Universe** #33.

Setting the stage

Shipping on August 16, this $2.50 issue begins a four-part serial by **Adventures of Superman** writer J. M. DeMatteis. Described by DC as a prequel to its forthcoming **Spectre** series, the story deals with Jordan's fears that he may not be able to handle his role as one of the most powerful in DC's pantheon of superheroes.

His concerns that he may once again abuse the powers at his command make him an easy prey for a psychic spy who wants to control the Spectre to his own ends.

The serial is drawn by **The Sandman**'s Michael Zulli and Vince Locke.

"The four-issue arc sets the stage for the new Spectre's series," DeMatteis explained to **CI**. "Without giving too much away, we'll learn very quickly that being the Spectre and controlling the Wrath – the Spectre-force itself – are two very different things.

"We'll have four issues to allow Hal to come to grips with who and what he's become and this will give us a clean jumping off point for the new series, which Ryan Sook will be illustrating," added the writer.

"The first issues of the new series will see a real metamorphosis of the Spectre's role," continued DeMatteis cryptically. "And I really don't want to add any more at this stage."

*ABOVE and TOP: Michael Zulli and Vince Locke interior art from **Legends of the DC Universe** #33, the beginning of the four-part first story to star Hal Jordan as the Spectre.*

Superman and other DC projects

Discussing his **Adventures of Superman** work, the writer announced, "We've got an amazing summer crossover coming up – and this is coming from a guy who hates getting involved in crossovers.

"After that I begin a multi-part story involving Satannus's quest to capture the soul of Metropolis," he continued. "The story will, of course, involve Superman as well as our new villain the Adversary, Rose & Thorn, the Prankster, and Rampage. And possibly a visit from the Spectre."

Much in demand at DC, the **Spectre** writer provided **CI** with details of the other projects he is working on:

- **Batman: Absolution** is a 96-page hardcover graphic novel. DeMatteis said it is about "a 10-year search for a terrorist that ultimately leads Batman to India where what he's been looking for and what he finds are two very different things."
- **Superman: Where is thy Sting?** is illustrated by **Spawn: The Dark Ages**' Liam McCormack-Sharpe. A 64-page one-shot, it features "Superman and Death in a story that goes from the present day to the literal End of Creation."
- **Green Lantern: Willworld** is a 96-page special that DeMatteis describes as "a sort of *Little Nemo in Oa Land*. It is drawn by Seth (**Happyvale**) Fisher whose work, says the writer, would make Winsor McCay proud.
- **Supergirl: Wings** is a 48-page *Elseworlds* one-shot which "puts Supergirl squarely in the angelic kingdom. It's a spiritual-fantasy that also includes other DCU characters."

"Finally," said DeMatteis, "There's an unscheduled five-part story for **Batman: Legends of the Dark Knight** that I'm writing for Trevor Von Eeden to illustrate.

"It takes place very early in Dick Grayson's career as Robin... and features a new villain called Mother Grimm," he concluded.

Jimenez and the Amazon Princess

PHIL Jimenez is to finally begin his run on **Wonder Woman**.

The former **Invisibles** artist is to plot and draw the series. His first issue will be the November-shipping #164.

"For the first story arc, we're planning a Batman family/Wonder Woman family crossover dealing with an alliance between the Children of Ares and some classic Batman villains who plan to take over Gotham in the name of Ares," said Jimenez. "The fun part of this is playing the family members against one another and seeing how they're similar and different.

"You get to play the smartest minds and the strongest characters in the DCU off of each other and see what happens," he added.

Plans call for Jimenez, who recently signed a one-year exclusive contract with DC, to work on the title with a number of co-writers.

Scripting his first serial is J. M. DeMatteis who said, "It's a fascinating story that has the Children of Ares setting up shop in Gotham. It features most of the Batman and Wonder Woman families and is rich with spiritual themes.

"Since I love writing stories of spirit, Phil thought I'd be the guy to dialogue and flesh out some of the characters' inner workings," added the writer.

*ABOVE: Phil Jimenez promotional art for **Wonder Woman**.*

The promised CBDLF Making Waves report will now appear next month.

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OPENS MIDDAY

McFarlane Toys lands movie deal

Toy and Action Figure News by Jim Hannah

Hot lines and cold casts in fantasy merchandise

THE GOLDEN days of Todd McFarlane Productions just keep rolling on as his merchandise production company wins the excusive toy license for Dreamworks' forthcoming animated feature *Shrek!*

The Toddmester was understandably elated at winning the lucrative contract, which allows his company scope to produce a range of toy merchandise.

"Being associated with DreamWorks for our first master toy license is obviously a huge coup for my company," he said. "*Shrek!* will give us the opportunity to show off our skills on a much broader scale. We'll be developing a full programme of toys and accessories in partnership with DreamWorks. Besides, my own kids now think I'm cool."

Featuring the voice talents of Mike Myers, Eddie Murphy, Cameron Diaz and Jonathan Lithgow, *Shrek!* tells the tale of a cynical, no-nonsense ogre whose swamp is overrun by annoying fairytale creatures. It looks like a hotbed for merchandising, and it is due to hits these shores in late 2001.

Well, last month Toy News featured Mike Myers, whose three roles in the latest Austin Powers *movie earned him three separate action figures. This month for a change we thought we'd bring you – Michael Myers. This, however is a rather nastier version, and one you wouldn't like to find under your retro '70s silk bedsheets. The character, from the movie* Hallowe'en *has been taken from the McFarlane Toys Movie Maniacs line and resculpted to a massive 18" in height. The equally scarey Freddy Krueger is also available in this same worrying size.*

X-Men and ex-men toys

WHILE big releases are lined up by the movie moguls, the rest of us are reaping the benefits on the toy shelves. The millennial summer is seeing an unprecedented number of movie-related action figure releases.

First up of course is the latest news on the *X-Men* movie merchandise... ToyBiz has just released 11 figures based on the film. The figure of Storm comes with a lightning base, while Professor X has his motorised wheelchair and Magneto has his very own magnetic action train wreck.

Also soon available are two-pack releases, featuring Wolverine versus Sabretooth and Logan versus Magneto. If that isn't enough, check out the Wolverine infra-red motorbike and the electronic X-Jet.

But if all this new-fangled 21st Century pap isn't your bag, then you might be interested in going back, practically to the 19th Century.

Robert Wiene's 1919 masterpiece *The Cabinet of Dr Caligari* has been plundered by Aztech Toys. They have come up with figures of Cesare the Sleepwalker and Dr Caligari himself *[left, top]*.

Another classic silent horror to be represented is the famous first vampire flick, *Nosferatu* [1922].

Much-vaunted advances in modelling ensure that the figure of vampire Graf Orlock *[bottom left]* has photo-sensitive skin.

The upshot of this is that if you leave him in sunlight, his skin turns charred, just like the real thing!

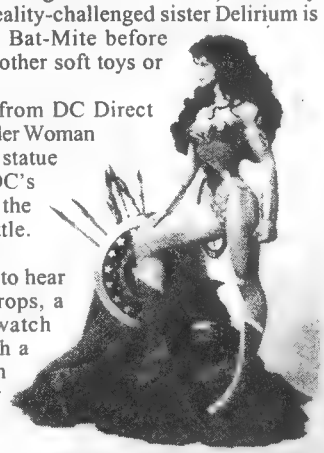
He and his companion figure, the insect-devouring Renfield, are due for release in the summer, and form part of a Diarama.

Soft toys and hard cash

AS REPORTED in last month's Toy News, the first of a new batch of Cartoon Books characters is on the way. Leading the pack is a cold cast Phoney Bone statue *[left]* designed by the creator of the **Bone** comic, Jeff Smith, and sculpted by Disney maquette designer Tony Cipriano. It retails at $99.95.

Elsewhere, DC Direct has announced further additions to its soft toy and cold cast ranges. Following on the heels of the Bat-Mite soft toy comes a cuddly Mr Mxyzptlk, with rooted white hair and derby hat. He stands at a little over seven inches tall and retails at $14.95. For the same price (and at the same height for that matter) a soft toy of Sandman's reality-challenged sister Delirium is available. Like Bat-Mite before her, she has hands that can cling on to other soft toys or the accompanying plush fish.

A little further up the price range from DC Direct comes a cold cast porcelain statue of Wonder Woman *[right]*, sculpted by Tim Bruckner. The statue is based on Brian Bolland's cover to DC's **Wonder Woman** Volume 2 #72, with the Amazon Princess triumphant after battle. The 11" figure retails at $195.



Anyone with a penny left might like to hear about the latest in the range of DC props, a vintage style gold-coloured pocket watch engraved with a Batman logo, and with a 1940s style Batman drawing on the watch face. This will be on sale in October for a cool $89.95, Batfans.

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Live-action feature film planned for Stan Lee's new Internet comic

Mike Conroy's Frame to Frame

Charting the latest news between films and comics

WITH the latest news that The Canton Company is developing a movie based on Stan Lee Media's online comic *The 7th Portal,* it seems the Lee spiel machine is already going full blast.

Lee quickly had longtime fans avidly discussing the prospect of him getting his hands on the DC Universe and older professionals are lining up to work on the project. But I can't help wonder if there is any substance behind the hype.

I'm well aware of the impact he had on the industry but that was all but 40 years ago!

Ravage 2099 anybody?

I don't want to denigrate his past triumphs but it's time to face facts – he's 78 this year. Are we really expecting still more gems from him?

What was the last comic Lee actually created... **Ravage 2099**? And that was his biggie seven years ago. It might have lasted a good – for these days – 33 issues but he only wrote the first eight before it was handed over to Pat Mills and Tony Skinner to rescue.

The Chinese have a saying; be careful what you wish for... And I hope to God I'm wrong but I have this horrible feeling that what we hope for and what we get are going to be entirely different things.

So what is it about *The 7th Portal?* With a major (comics) ad launch it's still only been on the web since February 29 yet already a movie deal has been struck.

THIS PAGE: Characters from Stan Lee Media's online comic The 7th Portal.

Stan Lee Media co-founder Peter Paul explained, "We had three million downloads in the first three weeks and we're now in the fast track for production. This is the effect of doing business on Infernet time."

Well, that's one way of looking at it! But the response is hardly surprising given the amount of advertising. Have you seen recent DC titles? Four full pages in virtually every single comic!

Factor in free access to *The 7th Portal* and it doesn't look quite so good any more.

Stan Lee Media, or its investors, are throwing a serious amount of money at the Internet but I have to ask– and not for the first time about the Net – where's the return?

Maybe that comes from making deals in other media. Paramount Studios has already contracted to create *The 7th Portal* 3-D Simulation Experience as an attraction at its theme parks and now there's the feature film.

7th Portal: the movie

I have no problem with theme park rides. I can see them working but are people going to pay to go to the cinema to see a live-action version of something they can view for free without leaving home?

Mark Canton obviously believes so otherwise he wouldn't have laid his money down.

Canton – producer of the Michael Keaton-starring *Jack Frost* – is planning a live-action movie based on what Stan Lee Media hopes will soon become printed comicbooks for the Y2K generation.

Posted weekly at StanLee.net, *The 7th Portal* is a superhero adventure that runs in three to five minute long "webisodes". These feature a team of beta-testing web-surfers who are sucked into an alternate dimension where they develop super powers.

Created by Lee, the cast includes Vultura, Imitatia, Conjureman and Oxblood. Among the team members are a shape-changer from India, a wind-wielding Native American and a mystical South African.

Backstreet Boys

With band member Nick Carter, Lee is also co-creating *The Backstreet Project*, a bimonthly online comic

*THE MOVIE version of Garth Ennis's **Pride & Joy** may be dead but here's a look back at some lovely John Higgins art from the 1997 four-parter for make up for it.*

which will feature superpowered versions of the Backstreet Boys as protectors of the planet. Each Backstreeter will gain a unique power from a mystical alien necklace he possesses. *The Backstreet Project* is scheduled to premiere in June.

Jonah Hex is dead

Meanwhile, back at Canton we get sure-fire proof – as if any was needed – that nothing in Hollywood is certain until it's up on the screen.

The company had several other comics-based projects in various stages of development.

Among them were a *Jonah Hex* TV series, and movies based on DC's most recent **House of Secrets** series, Garth Ennis's **Pride & Joy** and Mike Barr and Brian Bolland's **Camelot 3000**.

Note the past tense. The reasons vary but all boil down to one thing... they're all dead. Canton indicates that some may be resuscitated later but nothing's certain in Hollywood, or have I mentioned that already?

Miss Adventure

While *The 7th Portal* is heading for the screen, another Internet comic premieres in print on September 15.

That's when Oni releases a $4.50 one-shot featuring Alison Dare, the young star of its online comic.

Speaking to *Frame to Frame* about the 48-page **Alison Dare, Little Miss Adventures**, writer J. Torres announced, "The entire cast is introduced in one story or another in the one-shot, even the dastardly villain King Memphis – if you've seen the musical *Joseph and his Amazing Technicolour Dreamcoat*, think of the Pharaoh".

Goofy fun

"The only supporting cast member we don't show in this issue is Alison's super spy uncle Johnny Dare," he continued. "He actually makes his debut of sorts in the next batch of online strips which starts up again at the beginning of July. But expect to see Dr Dare and the Blue Scarab – Alison's parents – in action in this special as well as the strips.

"I think the one-shot is just big, goofy, amusing fun with a good mix of action and humour. If people enjoy Jay Stephen's work or the rollicking stuff Jeff Smith has done with **Bone** or the kind of thing Robinson and Smith did in **Leave it to Chance** – they should enjoy this," he concluded.

*ABOVE: The cover to Oni's black and white **Alison Dare, Little Miss Adventure**; art by Jason Bone. A four-part online serial begins on July 2 at www.onipress.com*

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Preacher: set to go out with a bang

Hot Shots by Phil Hall

Forecasting August's hits and flops

Preacher #66 *(DC/Vertigo; Ennis & Dillon)* And so it ends... Sometimes this series got bogged down with extremes, but, like **The Sandman**, it has been a sales revelation for Vertigo and has catapulted Garth Ennis and Steve Dillon into comics' premier league. Will everything be resolved? Will Jesse and Tulip survive? Is there the chance that some dangling plots can be spun-off into another title? One thing is guaranteed; the series will not end with a whimper! $$$ ☺☺☺

Jimmy Corrigan: The Smartest Kid on Earth *(Fantagraphics; Ware)* Chris Ware is regarded by many as a genius of modern comics. His **Acme Novelty Library** (where Jimmy originated) has won awards ranging from best comic to the best-designed comic and this hardback collection of his Jimmy Corrigan serial should not be ignored. I can't recommend this any more highly (and don't forget to hassle your retailer for it, at $27.50 it's a bit pricey, but worth it!). ☺☺☺

Adventures in the Rifle Brigade #1 *(DC/Vertigo; Ennis & Ezquerra)* Out with the old and in with the new. As **Preacher** finishes, Garth Ennis shows his Pythonesque side with a riotous WW2 romp featuring characters that could quite easily be described as the bastard lunatic offspring of Sgt Fury and his Howling Commandos. This promises to be more fun than the recent **Bloody Mary** Helix series and gives Carlos Ezquerra the chance to illustrate the kind of story he was born to draw. $ ☺☺

Murder Me Dead #1 *(El Capitan; Lapham)* Before **Stray Bullets**, David Lapham was a mediocre artist plucked from obscurity by Jim Shooter to spearhead Defiant Comics. When it went under, Lapham looked set to join the ranks of bog-standard superhero artist, but instead went the self-publisher route and stunned everybody with the aforementioned esoteric and noirish crime thriller! This is the follow-up to that series and I expect Lapham has developed even further his unique storytelling style. Miss it and miss out, comic-pickers! $ ☺☺

Vagabond #1 *(Image; Ruffner & Benjamin)* Ryan Benjamin has the artistic approach of a John Buscema and the line work of a Jim Lee. This fully-painted mini looks the best bet to prove his star potential. Sean Ruffner's scripting can be a bit clunky, but for sheer in-yer-face action it won't fail to impress. $ ☺☺

Dreadstar: Metamorphis Odyssey *(Amaze Ink; Starlin)* After **Captain Marvel** and **Warlock** there wasn't much else Jim Starlin could do with his cosmic acid trip approach at code-approved Marvel. So he took the space opera concept and kicked off Marvel's **Epic Illustrated** with his star-spanning epoch that would eventually develop into **Dreadstar**. Amaze Ink has repackaged the story in one volume and while it might seem dated now, it gives an insight into what Starlin's mind was like during the late Seventies when he was regarded as one of the top comics creators. ☺☺

Pitt: Biogenesis #1 *(Full Bleed; Keown)* After drawing probably the best Hulk ever, Dale Keown went from Marvel to Image with Pitt – his Hulk rip-off – and made a mint (managing four issues in almost two years!). Then he discovered other interests and before he knew it a new generation of comic fans didn't know him from a hole in the ground. After splitting from Image, he set up Full Bleed and quickly disappeared into the background and allowed less accomplished creators to play with his Pitt. Now he's back (has the money run out?) but the problem is: does anyone really care? Now, if he were drawing **X-Men** or **The Hulk** again... $$ ☺

Doom #1 *(Marvel; Dixon & Manco)* This *Heroes Reborn/Return* nonsense has gone on far too long. Doom's agenda has always been his own, but Marvel appears to be trying to do a Magneto with him and make him a whiter shade of grey rather than a blacker shade of ebony. I doubt we'll ever see a complete reformation, but it would be nice to have him terrorising the Marvel Universe rather than wasting his time wandering the wastelands of a pocket universe. Leonardo Manco is an accomplished artist who'll make up for Chuck Dixon's gung-ho approach to subtlety. $ ☺

Ghost/Batgirl #1 *(Dark Horse; Kennedy & Benjamin)* A chance to see Ryan Benjamin shine as a penciller. He was wasted on **Ghost**, but this crossover with Batgirl is at least likely to get him seen by a few more people. I can't imigine the story being more than an epilogue to Ghost's cancelled series and a way to shoehorn a popular DC character in to belatedly boost sales, but it'll look nice! $ ☺

Spaceknights #1 *(Marvel; Starlin & Batista)* Is that the sound of the bottom of the barrel being scraped? Sure is. If you want good cosmic Jim Starlin, buy **Metamorphosis Odyssey**. If you like your Spaceknights hot, then treat yourself to back issues of **Rom** (a darn sight cheaper). Marvel green lights poo like this? Hey, guys, I've got this great idea for a magical cyborg Millie the Model comic. Interested? ☹

Key: Number of dollar signs denotes sales potential, smiley faces denote likely quality of the title creatively.

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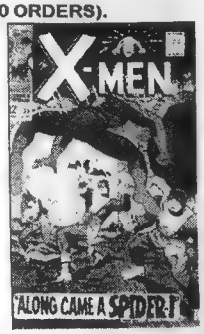

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Compiled by Jim Hannah

The following are 32 page colour titles unless stated

ON SALE WEEK ENDING

AUG 5

Dark Horse

The Nevermen 4 (of 4; Philip Amara & Guy Davis) The startling truth about the Nevermen is revealed, and nobody is more surprised by the facts than the Nevermen themselves. $2.95

Oh My Goddess! Part IX #2 *(The Goddess's Apprentice;* Kosuke Fujishima) Thanks to earthbound goddess Urd's mystical flying broom, sister Belldandy was able to get her human boyfriend Keiichi to his first job interview on time. The trouble is, the broom has fallen for Belldandy. 40pg b&w $3.50

NEW **The Ring of the Nibelung: The Valkyrie** 1 (of 3; P. Craig Russell; *Maverick)* *See Close-Up, below.*

DC Comics

100 Bullets 15 (Brian Azzarello & Eduardo Risso; *Vertigo)* Meet Loop Hughes, a tough kid growing tougher on the streets of Philadelphia. When Agent Graves offers him the chance to even the score with the man responsible for his situation, Loop jumps at the chance. Mature. $2.50

NEW **Adventures in the Rifle Brigade** 1 (of 3; Garth Ennis & Carlos Ezquerra; *Vertigo)* *See Close-Up on following page.*

Batgirl 7 (Kelley Puckett + Scott Peterson & Damion Scott + Robert Campanella) Batgirl is forced to re-evaluate her career as her relationship with Batman reaches a dramatic turning point. $2.50

Batman: Gotham Adventures 29 (Chuck Dixon & Joe Staton + Terry Beatty) Batman has been poisoned in a mysterious way, and he has only six hours to live. It is up to Robin to discover exactly how and why this has happened. Oh, and to find the antidote. $1.99

Batman: Legends of the Dark Knight 134 *(Siege* 3 of 5; Archie Goodwin + James Robinson & Marshall Rogers + Bob Wiacek) Brass puts his plan to ransack Gotham into action, and reveals a deeper, darker motive for his actions. $2.25

Batman: Outlaws 2 (of 3; Doug Moench & Paul Gulacy + Charles Yoakum) The crackdown on Gotham's costumed vigilantes heats up as Colonel Redmun and the Bloodhawks tighten their hold on the city. However, an unexpected ally may help Batman get on an equal footing. 48pg $4.95

Crimson 20 (Brian Augustyn & Humberto Ramos + Sandra Hope; *Cliffhanger)* Ekimus is back fighting side by side with her brothers, the Red Hoods, only this time she is on the other end of the arrow. $2.50

DC Two Thousand #2 (of 2; Tom Peyer & Val Semeiks + Prentis Rollins) The World War II-era JSA does its level best to ensure that the JLA and the horrifying future they represent will never come to pass. 64pg $6.95

Green Lantern 129 (Judd Winick & Darryl Banks + Andy Smith) Kyle has scored his dream job, but a mean-spirited mechanical monster kidnaps him into deep space. $2.25

NEW **JSA Annual** 1 (Geoff Johns + David S. Goyer & various) Introducing a new character connected to Manhunter. She is Nemesis, a mysterious Greek vigilante. Will she be friendly or a deadly enemy? 48pg $3.50

Legion Lost 6 (of 12; Dan Abnett + Andy Lanning & Pascale Alixe) The prospect of being lost forever is taking its toll, particularly on Umbra. Efforts to comfort her result in her lashing out against the team and taking refuge on a nearby planet. $2.50

Looney Tunes 69 (various) The Tunes hit Hollywood as Yosemite Sam lands an agent, Taz terrorises a movie set and a daffy tale of a hard luck duck is acted out by Elmer Fudd. $1.99

Lucifer 5 *(The House of Windowless Rooms* 1 of 5; Mike Carey & Peter Gross; *Vertigo)* Lucifer must set aside his power and his immortality to journey to the Japanese underworld in search of his severed wings. Meanwhile, back at Lucifer's exclusive L.A. club, Mazikeen guards the gateway in the void, unaware that she is about to host a gathering of apocalyptic proportions. Mature. $2.50

Martian Manhunter 23 (John Ostrander & Tom Mandrake) When Strega crosses paths with Denver police detective John Jones and private detective Jim Corrigan, can the lawmen's super-powered alter-egos be far behind? $2.50

ONE-SHOT **Sensation Comics 1 – Millennium Edition** (various) The Golden Age Wonder Woman meets Steve Trevor for the first time. Also introduces Wildcat, Mr Terrific and several other DC heroes. 64pg $3.95

Starman 70 (James Robinson & Peter Snejbjerg) Bobo fights Crusher, Mikaal fights Grundy, Ted Knight fights Phosphorus, Adam Strange fights the Bodines and Jack Knight fights Culp. $2.50

Star Trek: Deep Space Nine – N-Vector 3 (of 4; K.W. Jeter & Toby Cypress + Jason Martin; *WildStorm)* O'Brien is cleared of sabotage charges and released – but is he really clear at all? Or does the N-Vector viroid still have him in its ruthless grip? .. $2.50

NEW **Superman: Emperor ????????** (Jeph Loeb + Joe Kelly & Duncan Rouleau + Jaime Mendoza) With unprecedented typographical flair, this month's Superman series sets about revealing the identity of the villain. Superman and Steel stand alone against a horribly twisted world. But will knowing who is responsible for mangling reality give them the edge they need to assemble this world's JLA - Green Paper Lantern, a Fish-headed Aquaman, a criminally prim Wonder Woman and the Flab? 48pg $3.50

ONE-SHOT **Transmetropolitan: The New Scum** (Warren Ellis & Darrick Robertson + Rodney Ramos; *Vertigo;* tpbk) Reprints #19-24 of the series, opening with a shocking turn as political consultant Vita Severn is brutally murdered. Mature. 144pg 7" x 10" $12.95

WildCATS Vol 2 #14 *(Serial Boxes* 1 of 6; Joe Casey & Sean Philips; *WildStorm)* Spartan makes his presence known in L.A., but he is not the only new super-being in town. .. $2.50

NEW **WildStorm Thunderbook** 1 (various) An new format presenting a blend of all-new stories with familiar and brand-new characters. This issue includes a slice-of-life tale from Gen^{13}, a solo Grifter story and a tale of DV8. 64pg Prestige. $6.95

Young Justice 24 (Peter David & Eric Battle + Lary Stucker) The Young Justice gang are down under to see the Australia Games, and it looks like Arrowette's mother has teamed up with Monsieur Mallah and the Brain in a misguided attempt to clench victory for her daughter. Sporting it ain't. $2.50

Marvel

Conan: The Flame & The Fiend 3 (of 3; Roy Thomas & Geoff Isherwood + Sandu Florea) Concluding the adventure set during Conan's mercenary days as a war chief. Only Conan can stop Kulan Gath and Prince Yezdigerd from conquering Turan – but the bronze Barbarian is slated to be executed in the Prince's infamous Hanging Gardens. $2.99

Fantastic Four 34 (John Francis Moore & Salvador Larocca + Art Thibert) When the Four tracked a mysterious saboteur to Revelation, New Mexico, they found a lot more than they bargained for. $2.25

Hellcat 2 (of 3; Steve Englehart & Norm Breyfogle) Trapped in the Nether Realms, Hellcat seems helpless in stopping the multiple underworlds from colliding in all-out war. $2.99

Iron Man 2000 *(The Sons of Yin-Sen* 3 of 3; Joe Quesada + Frank Tieri & Dan Panosian) The Armoured Avenger and the sons of Yin-Sen are captured by the villainous Wong-Chu. They are determined to escape, but that will mean a pretty bloody battle. 48pg $3.50

Marvel Boy 3 (of 6; Grant Morrison & J.G. Jones) Hexus the Living Corporation is Brand Hex-ing everything in sight in a scheme to take over the world. $2.99

Mutant X #24 (Howard Mackie & Tom Lyle + Andrew Pepoy) Master Planner is stealing children from the streets of New York City and only the Six can stop the terror. $2.25

Power Pack *(Peer Pressure* 3 of 4; S.C. Bury & Colleen Doran + Terry Austin) Find out what could cause the kids to team up with their most hated enemy, and why the team is torn in two over leaving for outer space. ... $2.99

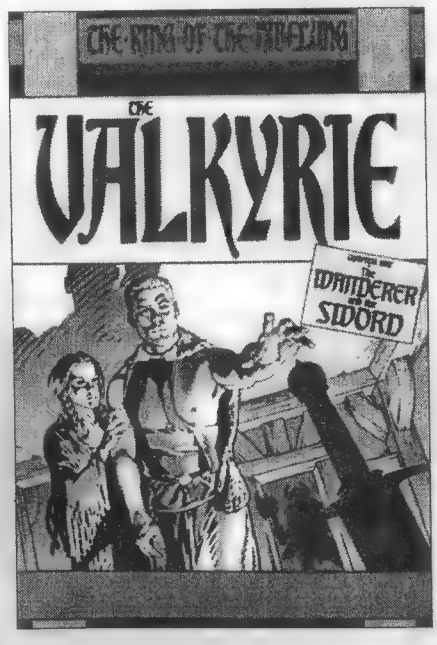
Spider-Man: Death & Destiny 3 (of 3; Lee Weeks & Weeks + Richard Case) Wracked by guilt over the death of Captain George Stacy, Peter Parker is ready to let his pent-up rage and grief explode. Equally angry is Doctor Octopus, who has reached his breaking point over being a cowardly custard. So let's see what happens when the killer and the pansy do battle. Heh heh heh. $2.99

Spider-Woman 16 (John Byrne & Bart Sears + Randy Elliott) Mattie ends up stitched inside the villain Flesh. This is just the beginning of a vomit-inducing issue crawling with bad taste. . $2.25

Thor 28 (Dan Jurgens & Erik Larsen + Klaus Janson) The dashing Fandral, Hogun the Grim and the voluminous Volstagg have journeyed to Midgard for a little rest and relaxation, but the Wrecking Crew see it as the perfect opportunity to gain their lost Asgardian powers. $2.25

Uncanny X-Men 385 (Chris Claremont & Tom Raney) The Red Pirates have come to strip-mine the Universe of its strongest people. Among that number are members of the X-Men, until Gambit cuts a deal. In return for favourable consideration, the Children of the Atom will help the Slaver collect their prey. Surely it's a con. $2.25

X-Men: The Hidden Years 11 (John Byrne & Byrne + Tom Palmer) Professor X and the Beast investigate a mutant signal, only to find an extraordinary young girl – and her loyal Sentinel. Meanwhile Cyclops and Marvel Girl search for the missing Angel, but instead find an unbelievably powerful villain. $2.50



CLOSE-UP

The Ring of the Nibelung: The Valkyrie 1

Dark Horse Comics

Writer/Artist: P. Craig Russell

A handsome and forlorn stranger in need of help comes upon a house in the middle of a dark wood. What is more, he's a bit of a dark horse, connected as he is with the cursed Ring. $2.95

ON SALE AUG 5

ON SALE WEEK ENDING

AUG 12

Dark Horse

Angel 10 (Christopher Golden & Tom Sniegoski + Christian Zanier) Cordelia has a vision about a murdered man in Los Angeles, and she realises that the prostitute that killed him was not human. Variant cover. $2.95

Battle Gods: Warriors of the Chaak 5 (of 9; Francisco Ruiz Velasco) The Chaak has begun. In a secret underground Mayan temple the greatest warriors in the world have gathered to pit their skills against one another. There are no rules and there is no time

limit. The battle to determine the fate of mankind is under way. $2.95

Dark Horse Presents 156 (Scott Allie & Ryan Sook + Baba Chuah) In the new series of *Witch's Son*, Samuel's mum is a witch and wants him to use his superpowers for evil. b&w $2.95

Digimon 5 (various) Seven kids from Earth continue to explore the strange digital world they are trapped in, but forces from inside and outside the group are making that hard. $2.95

Masakazu Katsura's Shadow Lady 23 *(Sudden Death* 4 of 5; Masakazu Katsura) With her final remaining smidgen of magic eye-shadow, Aimi must transform into Shadow Lady for perhaps the last time to defend the future of the human race. $2.50

ONE-SHOT **Star Wars: Union** (Michael Stackpole & Robert Teranishi + Christopher Chuckry; tpbk) Collecting last year's mini-series. When Luke decides to marry Mara Jade – once the Emperor's personal assassin – you can be sure that hands both Imperial and New Republican will be raised to stop the marriage at any cost. 96pg $12.95

Super Manga Blast! 5 (various) Another rare *Oh My Goddess* feature plus *3x3 Eyes* and *Shadow Starr*. Mature readers. 128pg b&w $4.95

DC CLOSE-UP

Adventures in the Rifle Brigade

DC Vertigo

Writer: Garth Ennis

Artist: Carlos Ezquerra

A wild tale of World War Two. Meet Captain Khyber Darcy and his brigade of merry gentlemen who wade through bloody mayhem and cunning gags while navigating the maze of goose-stepping Nazis. Mature readers. $2.50

ON SALE AUG 5

DC Comics

Batman Annual 24 (John Ostrander & Jim Aparo + Sal Buscema) Introducing a strange new menace called the Boggart. Alfred has been attacked while on holiday and has been left catatonic, and nobody is quite sure how it happened. 48pg $3.50

ONE-SHOT **Batman: The Chalice** (Chuck Dixon & John Van Fleet; graphic novel) A battle between good and evil is sparked when a bowl comes into Batman's possession. 96pg ... $14.95

Batman/Huntress *(Cry for Blood* 5 of 6; Greg Rucka & Rick Burchett) In a flashback, Batman is shown unwittingly changing the direction of Helena Bertinelli's life while in the present, clues surface that may undo her. $2.50

Brass 3 (John Arcudi & Carlos D'Anda + Richard Bennett; *WildStorm)* Hershel Goldstein – aka Brass – finds a new role on an alien world. Can he turn half a dozen wimpy living war machines into stone cold killers? $2.50

Creature Commandos 6 (of 8; Timothy Truman & Scot Eaton + Ray Kryssing) As demon warriors from another dimension roam the world, can even the world's strangest heroes save all humanity? $2.50

Detective Comics 749 (Greg Rucka + Jordan B. Gorfinkel & various) The war between the Original Gothamites and the Deserters heats up as Batman races against time to find the bomber terrorising Gotham. $2.50

Hellblazer Special: Bad Blood 2 (of 4; Jamie Delano & Philip Bond; *Vertigo)* With John Constantine held by police, Dolly must deal with the Royalist aristocrats and their web of deceit. Mature readers. $2.95

Hourman 19 (Tom Peyer & Rags Morales + David Meikis) Hourman has been a member of the Justice League of America and the futuristic Justice Legion A, but he is most proud to be a member of the JSA – so imagine how peeved he would be if they kicked him out for betraying them. $2.50

Impulse 65 (Todd Dezago & various) Together Impulse and Max never managed to defeat either Glory Shredder or White Lightning. Now with Max Mercury gone, the teen-speedster tackles them both. What does he have to prove to the world? $2.50

JLA 80-Page Giant 3 (D. Curtis Johnson & various) When the Justice Leaguers begin to remember the Moon Maiden – a heroine who sacrificed herself to save reality from the Centurian – they realise that a crucial piece of history has disappeared. 80pg .. $5.95

MAD Magazine 397 (The Usual Gang of Idiots) Rolling into the summer months, the team at MAD suggest you use their publication as a fan by which to endure the heat. 48pg b&w .. $2.99

Nightwing 48 (Chuck Dixon & Greg Land + Jose Marzan Jr) Who is the Slyph? Nightwing learns the answer as he prevents the mysterious assassin from completing a kill, earning himself a deadly new enemy with little tolerance for nocturnal do-gooders. $2.25

Planetary 12 (Warren Ellis & John Cassaday; *WildStorm)* Elijah Snow knows that Jakita Wagner and the Drummer have been lying to him. In fact he suspects that everyone has been lying to him. $2.50

ONE-SHOT **Preacher 1 – Millennium Edition** (Garth Ennis & Steve Dillon) As the real thing finishes, the reprints start. Jesse Custer embarks on his quest to find God in this first issue from 1995. Mature readers. 48pg $2.95

NEW **Promethea Book One** (Alan Moore & various; *ABC;* hbk) Collecting issues #1-6 of the popular ongoing series, wrapped in a new cover. 176pg $24.95

Scooby-Doo 39 (John Rozum + Bob Fingerman & various) Shaggy enters a spooky motocross race he will never forget in *Two Heads are Better Than None* and the gang get stuck in a sweet factory with a finger-lickin'-ghost in *The Choclatier Chortled.* $1.99

Superman 161 (Jeph Loeb & Ed McGuinness + Cam Smith) Continuing this month's *Superman/Emperor ????????* shin-dig. A shocking betrayal derails the assembled heroes' assault on the Emperor's fortress, setting the stage for the villain named Ignition to kill Superboy and Supergirl. $2.25

Superman Adventures 48 (Jay Faerber & Neil Vokes + Terry Austin) An old man who originally witnessed the infant Superman's crash-landing to Earth is now the only witness to a girl's abduction by aliens, and only Superman believes him. $1.99

Superman: The Dailies Vol II (Jerry Siegel & Joe Shuster; tpbk) The second of three volumes reprinting the daily cartoon strips. This volume concentrates on those appearing from January 8 1940 to March 8 1941. 208pg 11" x 8" b&w $14.95

Swamp Thing 6 *(Killing Time* 3 of 3; Brian K. Vaughan & Roger Peterson + Mark Lipka; *Vertigo)* After her terrible decision last issue, Tefé makes sure that the people responsible have to make an even more agonising choice. Mature readers. $2.50

The Titans 20 (Jay Faerber + Devin Grayson & Adam Dekraker + Andy Lanning) After so many years of being in mechanised bodies, it looks like Victor Stone is about to achieve his dream of having a real body. ... $2.50

Transmetropolitan 37 *(Back to Basics* 1 of 3; Warren Ellis & Darrick Robertson + Rodney Ramos; *Vertigo)* No longer employed by The Word, Spider Jerusalem is back on the streets without insurance, income or credit cards. Mature readers. $2.50

Marvel

Amazing Spider-Man 22 (Howard Mackie & John Romita Jr + Scott Hanna) In-depth exploration of the Senator Ward story. Ward's animosity towards Detective Arthur Stacy grows deeper as he targets both Jill and Paul for death. $2.25

Avengers Infinity 2 (of 4; Roger Stern & Sean Chen + Scott Hanna) The Avengers confront the Servitors, who are cutting a path of destruction through whole planetary systems. $2.99

ONE-SHOT **Avengers: The Kree/Skrull War** (Roy Thomas & Neal Adams; tpbk) Collecting together the classic Avengers saga from Avengers Vol I #89-97. The Earth has become a disputed battleground in the interstellar war between the Kree and Skrull empires. 240pg $24.95

Avengers Universe 3 (various) Three complete comicbooks in one volume, with character biographies and introductions. This months sees the reprinting of Avengers Vol III #8-9 and Thor Vol II #5. 80pg $4.99

Black Panther 23 (Christopher Priest & Sal Velluto + Bob Almond) Deadpool has stolen Killmonger's leopard, and has nabbed the Avenger named Triahlon as a bonus. Now the new Black Panther and Earth's Mightiest Heroes race to Wakanda for a showdown. $2.50

Cable 84 (Robert Weinberg & Michael Ryan) The Undying are on the brink of triggering a global bloodbath, even as the Moment of Divergence nears for the warring timelines. Find out the origin of the immortal Undying, the connection between this ancient face and mankind's future. $2.25

Daredevil 17 (Brian Michael Bendis & David Mack) Daily Bugle star reporter Ben Urich is on a quest to find out little Timmy's secret. But questions beget questions. $2.99

NEW **Doom** 1 (of 3; Chuck Dixon & Leonardo Manco) Trapped in the deadly deserts of Counter Earth, an armourless Victor Von Doom battles for survival. This mini-series promises to fill in the gap between the events of Fantastic Four #25 and #30. ..... $2.99

Generation X #68 *(Counter X: Shockwave – Come On Die Young* 2 of 4; Warren Ellis + Brian Wood & Steve Pugh) As one member of Generation X finds herself the target of anti-mutant paranoia, two others are drawn together in a romantic bond. $2.25

Iron Man 33 (Joe Quesada + Frank Tieri & Alitha Martinez + Rob Hunter) A romantic weekend for Tony Stark and Rumiko takes a strange turn when they get invited to the hottest party happening. $2.25

Punisher 7 (of 12; Garth Ennis & Steve Dillon + Jimmy Palmiotti) For months Frank Castle has concealed his existence from his fellow tenants. But will his identity be discovered as he lies in his state of mortality? ... $2.99

NEW **Space-Knights** 1 (of 5; Jim Starlin & Chris Batista + Chip Wallace) Tristan (The Liberator) and Balin (The Terminator) are the sons of Marvel's original Spaceknight, Rom. But their father's disappearance means that it is up to them to protect his legacy against the Dire Wraiths. $2.99

Spider-Girl 25 (Tom Defalco & Pat Olliffe + Al Williamson) Mr Abnormal, Killerwatt, Dragon King, Sabreclaw, Raptor and Funny Face form an unholy alliance. Who is the mysterious figure behind this assemblage? Spider-Girl is due to find out. $2.25

Spider-Man Universe 7 (various) Three complete stories plus biographies. This month's reprints are Amazing Spider-Man #19-20, and Peter Parker Spider-Man #20. 80pg $4.99

ON SALE WEEK ENDING

AUG 19

Dark Horse

ONE-SHOT **Batman/Tarzan: Claws of the Catwoman** (Ron Marz & Igor Kordey; tpbk) Batman and Tarzan are both orphaned noblemen who have honed their minds and bodies to the peak of human performance, and have both sworn to protect their respective homelands. Now an evil has surfaced that will bring the two together for the first time. 96pg $10.95

Gunsmith Cats: Kidnapped 10 (of 10; Kenichi Sonoda) The criminal ringleader Mr Borgnine has Flora, Tom and Agnes in the sights of his shotgun and there is no way that Rally can stop him from firing. Mature. b&w .. $2.95

NEW **Madman Comics: The G-Men From Hell** 1 (of 4; Mike Allred) After returning from his island adventure, Frank Einstein must renovate Dr Boiffard's mansion, but before he can enjoy it, he has to save the people he least likes. $2.95

Space Circus 2 (of 4; Mark Evanier & Sergio Aragonés; *Maverick)* Captain Quark, pirate of the airways has a plan all laid out. He wants to infiltrate the Doodah Brothers' Astral Travelling Entertainment and Fun Brigade and use it to plunder the galaxy. $2.95

SpyBoy 11 (Peter David & Pop Mhan + Norman Lee) None of the villains so far encountered are so voracious as Slackjaw. Is he a bizarre mutations of half-man, half-shark? A strange experiment gone wrong? $2.95

DC Comics

Aquaman 72 (Dan Jurgens & Steve Epting + Norm Rapmund) Trapped in the savage prehistoric realm of Skartaris, Aquaman and Mera join forces with the Warlord against a sorceror and his minions. $2.50

Batman: Gotham Knights 8 *(Transference* 1 of 4; Devin Grayson + Dwayne McDuffie & various) Catwoman's night-time encounter with Batman and a Catwoman imposter turns out to be one of the strangest night of the Feline Fatale's life, with nothing being quite as it seems. $2.50

Batman: Dark Victory 11 (of 13; Jeph Loeb & Tim Sale) The number of clues – and the body count – continues to rise. In the heat of the summer, Batman confronts Poison Ivy as she makes her move. But will it be against Two Face or the Falcones? $2.95

Birds of Prey 22 (Chuck Dixon & Butch Guice) Black Canary's sacrifice puts her in the service of Blockbuster as the crimelord sends her, Lady Vic and Deathstroke the Terminator to the hidden land of Gorilla City. $2.50

Deadenders 8 (Ed Brubaker & Warren Pleece + Richard Case; *Vertigo)* Danica enters a championship scooter race but the real competition involves her heart strings. Meanwhile, Beezer returns to Sector 5 in a state of confusion – should he stay or should

he go? Mature readers. $2.50

ONE-SHOT **Detective Comics 359 – Millennium Edition** (John Broome + Henry Boltinoff & various) This 1967 issue features the first appearance of Barbara Gordon as the Silver Age Batgirl. $2.50

The Dreaming 53 *(Exiles* 2 of 3; Caitlín R. Kiernan & Christian Højgaard + Ron Randall; *Vertigo)* Having been banished from the Dreaming, The Corinthian finds himself swept up in a deadly game of international and interdimensional intrigue in Thailand. Mature readers. $2.50

Gen^{13} #56 (Jeff Mariotte & Ed Benes + Vince Russell; *WildStorm)* Fairchild continues to investigate the haunting of the I.O. building that housed Project Genesis. Will she find what she needs to get her powers back, or will more drastic measures be called for? $2.50

NEW **Green Lantern: Circle of Fire** 1 (Brian K. Vaughan & Norm Breyfogle + Jesse Delperdang) The beginning of a seven-part event stretched across DC's output for this month. Trailing destruction in its wake, a deadly threat is heading for Earth. The JLA, warned by Adam Strange, rushes to head it off. Kyle is the only one to return from the battle, and only a mix of former Leaguers and six mysterious Green Lanterns can save the day. 64pg $4.95

Jenny Sparks: The Secret History of the Authority 3 (of 5; Mark Millar & John McCrea + James Hodgkins; *WildStorm)* Jenny Sparks meets Jack Hawksmoor for the first time. He is an 11 year-old boy dying in the Maine countryside who claims aliens are turning him into a superhuman. $2.50

JSA 15 (David S. Goyer + Geoff Johns & Stephen Sadowski + Michael Bair) The JSA must make the ultimate sacrifice in order to find justice for their deceased team-mates. In the aftermath of the conflict, it is unclear who will stay or go. $2.50

Legends of the DC Universe 33 (J.M. DeMatteis & Michael Zulli + Vince Locke) This issue presents the first new story starring former Green Lantern Hal Jordan as the Spectre's mortal host. As Hal settles into his new role as the all-powerful agent of Almighty Wrath, he worries that he may yet again abuse his virtually unstoppable power. $2.50

MAD Color Classics 2 (The Usual Gang of Idiots) Summertime special featuring full-colour reprints of blasts from the past like the Baywatch spoof, and rollerblading, baseball and mutant stories. 48pg $3.99

Orion 5 (Walter Simonson) The battle of the New Gods commences. Only one of these warriors is going to walk away from this unprecedented and epic conflagration. $2.50

The Powerpuff Girls 6 (John Rozum & Ricardo Garcia Fuentes + Mike Decarlo) Mojo Jojo tries to order a pizza and hits the jackpot instead when he dials the Powerpuff hotline by accident. $1.99

Robin 81 (Chuck Dixon & Marcos Martin + Mark Pennington) Tim and Kip go to a book signing, but the author is the target of a murderous conspiracy. Which will kill him first, the assassin or his exasperating ego? $2.25

The Spirit Archives Vol II (Will Eisner) More Eisneriana is reprinted here, focusing on the weekly Spirit newspaper strips from January 5 to June 29 1941. 224pg 7" x 10". $49.95

Adventures of Superman 583 (J.M. DeMatteis & Mike Miller + José Marzan Jr) Ploughing on with *Superman: Emperor ????????* Lois and Steel are in the Emperor's clutches and Superman is trying to bring another old friend back to life before he dies again himself. $2.25

Superboy 79 (Karl Kesel & Tom Grummett + Keith Champagne) The final fling for Superboy and Kossak the Slaver, whose ship is dangerously close to Earth. Without his powers, how can Superboy defeat him without dying in the process? $2.25

Superman: Last Son of Earth 2 (of 2; Steve Gerber & Doug Wheatley) With the powers of a Green Lantern at his disposal, Krypton's adopted son Kal-El travels to planet Earth in search of his origins. $5.95

The Titans Secret Files 2 (various) Beast Boy finds himself saddled with a new West Coast branch of the Titans. But it may be the new team's final appearance if Fear and Loathing and another character from the Titans' past have their say. 64pg $4.95

Top 10 #10 (Alan Moore & Gene Ha + Zander Cannon) The killer that has been on the loose since the beginning is finally revealed, leading to a climactic battle in the nerve centre of Precinct Ten itself. $2.95

ONE-SHOT **WildCATS: Ladytron** (Joe Casey & Eric Canete + Juan Vlasco; *WildStorm)* Coming out from behind the curtain is Ladytron's creator Dr Khaz, who manipulates her to find her predecessor Stanley. 48pg $5.95

ONE-SHOT **Young Justice: A League of Their Own** (Pete Davis + D. Curtis Johnson & various; tpbk) Collecting together Young Justice issues #1-7 and a story from Young Justice Secret Files #1, featuring Superboy, Impulse and Robin plus the Secret and Red Tornado. 192pg $14.95

Marvel

ONE-SHOT **4: A Universe X Special** (Alex Ross + Jim Krueger & Brent Anderson) *See Close-Up, below.*

Bishop: The Last X-Man 13 *(Chronowar* 2 of 3; Jospeh Harris & Geogres Jeanty + Art Thibert) Bishop is imprisoned, and the Chronomancer takes centre stage. Look through the eyes of a madman as Fitzroy reveals his master plan. $2.25

Captain America 34 (Dan Jurgens & Jurgens + Art Thibert) Cache is king. He know everything about everyone. He is a new supervillain, and as Captain America is about to find out, knowledge is power. Plus, S.H.I.E.L.D. attempts to resuscitate the U.S.Agent, but after the brutal beating he received last issue, it might be too little too late. $2.25

Captain Marvel 10 (Peter David & Chriscross + Anibal Rodriguez) His father tried to destroy the original Captain Mar-Vell and paid for it with his life. Now the son of Yon-Rogg seeks to settle the score with Genis. . $2.50

ONE-SHOT **Gambit 2000** (Fabian Nicieza & Cam Smith + Tom Derenick) Following straight from the pages of Gambit #20. Gambit leads Angel, Shadowcat, Colossus and Nightcrawler into the Crystal Cathedral to confront the mysterious New Son. 48pg $3.50

Incredible Hulk 19 (Paul Jenkins & Ron Garney + Sal Buscema) Ryker has triumphed over the Hulk and spirited him away to a top-secret facility where he is to undergo a psychological dissection. $2.25

Peter Parker, Spider-Man 22 (Paul Jenkins & Mark Buckingham + Dan Green) Having has a chunk bitten out of him by Venom, the remaining days of Flint Marko's life are like sand in an hourglass. The strangest struggle of all commences as the deteriorating Sandman tries to bury Spider-Man once and for all. $2.25

Sentry 2 (of 5; Paul Jenkins & Jae Lee) As Bob Reynolds slowly begins to grasp who and what he is, he tries to put a few pieces together as to the secret of the Sentry and its relation to the Fantastic Four. $2.99

Thunderbolts 43 (Fabian Nicieza & Mark Bagley + Greg Adams) The Avengers/Thunderbolts crossover heats up as the Black Widow swings by. With Atlas abducted by Wonder Man and another ion-powered menace on the loose, the Thunderbolts head for where it all started – the South American base of Baron Zemo. $2.25

X-Man 68 *(Counter X: Shockwave – Further Down the Spiral* 2 of 4; Warren Ellis + Steven Grant & Ariel Olivetti) Ripped across realities, Nate Grey awakens on the Earth glimpsed in the opening pages of X-Man #63. Why has he been brought here? $2.25

X-Men 105 (Chris Claremont & Leinil Francis Yu + Mark Morales) Someone wants Archangel dead. It's a change of path for our heroes that brings a moment of truth for both Warren Worthington III and for the woman who loves him – Psylocke. $2.25

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Dark Horse

Blade of the Immortal 48 *(The Gathering* 6 of 15; Hiroaki Samura) After receiving an intelligence report from the beautiful and mysterious Mugai-Ryu assassin Hyakurin, Manji waits by a roadside shrine to ambush an Itto-ryu swordsman. The man carries a travel pass that could allow Manji through border checkpoints in order to catch up with Rin before she rushes to her death. Mature. b&w $2.95

ONE-SHOT **Buffy the Vampire Slayer: Ring of Fire** (Doug Petrie & Ryan Sook; graphic novel) A real mouth-waterer brings together the writer of the television series and the most talked-about artist of the comics. The story begins in the second season of the TV show, just after Angel has killed Jenny Calender. Giles is a wreck, and Buffy's not much better, knowing the man she loves is a maniac. But when the armour of a samurai demon is stolen from a cargo ship, a new battle is pitched to determine who will master the Ring of Fire. 80pg $9.95

Digimon 6 (various) Following an underground passage, the kids and their Digimon friends are attacked by a group of foul-mannered sludge-throwing, sewer-dwelling Numemon. $2.95

Grendel: Devil's Legacy 6 (of 12; Matt Wagner & The Pander Brothers; *Maverick)* Christine Spar finds the net tightening around her. She must also make a stand to save Brian Li Sung, as her new-found love is in some hot water. Mature readers. $2.95

ONE-SHOT **Grendel: Black, White & Red** (Matt Wagner & various; *Maverick;* tpbk) A series of tales that spotlight those the Devil has influenced and intimidated. This collection unites a gaggle of artists, and also includes the very first black, white and red Grendel story, *Devil's Vagary.* Mature. 200pg b&w&red $18.95

Star Wars 21 *(Twilight* 3 of 4; John Ostrander & Jan Duursema + Rick Magyar) Aayla Secura is the Padwan apprentice of the mysterious Jedi Quinlan Vos, and Vos needs to know why she disappeared. Unfortunately, that information is lost within the deep recesses of his lost memory ... $2.95

Star Wars: Jedi Council 3 (of 4; Randy Stradley & Davidé Fabbri + Christian Dalla Vecchia) The Jedi task force sent to the Yinchorri system has sparked a full-on confrontation with the military might of an entire planet. $2.95

Usagi Yojimbo 40 (Stan Sakai; *Maverick)* Looking back at third Century Japan and the founding of the sacred Atsuta Shrine. Usagi, Gen and Priest Sanshobo hit the trail to return the mystical sword Grasscutter to the Shrine. But two factions of warriors have designs on the sword and will stop at nothing to attain its commanding power. $2.95

DC Comics

The Authority 18 (Mark Millar & Chris Weston; *WildStorm)* Nature continues to go wild in the heart of the world's most densely populated areas. Earth's shaman, the Doctor, is the only one who might be able to set things to rights, but he is fighting for his life after a heroin overdose. $2.50

ONE-SHOT **Batman: The Dark Knight Returns 1 – Millennium Edition** (Frank Miller & Miller + Klaus Janson) Reprinting Frank Miller's dark vision of Batman's future. It begins as the rising tide of crime in Gotham City forces him out of retirement, which in turn forces a few old foes out of the easy-chairs too. 48pg $5.95

Cartoon Network Starring... Johnny Bravo 14 (various) Johnny Bravo goes car shopping and winds up in a rocket-powered drag race. Plus, Johnny makes a racket over a tennis pro who would like to whack him straight to Wimbledon. $1.99

ONE-SHOT **City People Notebook** (Will Eisner; graphic novel) Reprints the 1989 sequel to Eisner's New York: The Big City book of graphic essays. This examines three facets of city living – time, space and smell. 88pg b&w $9.95

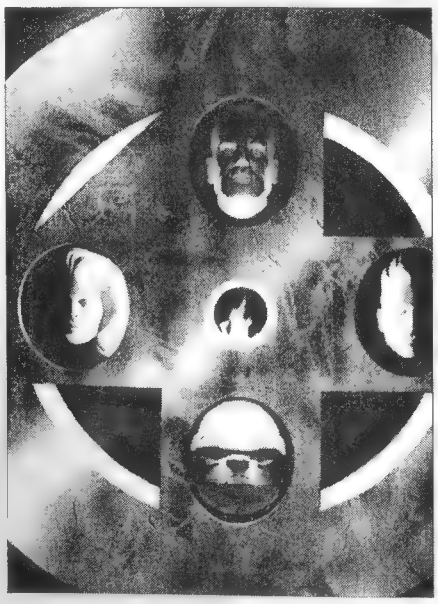
Countdown 5 (of 8; Jeff Mariotte & Aaron Lopresti + Randy Emberlin; *WildStorm)* On Earth, the phrase 'long hot summer' has just been redefined, as the planet's rapidly superheating core begins to take effect. $2.95

ONE-SHOT **Green Lantern/ Adam Strange** 1 (Brian K. Vaughan & Cary Nord + Mark Lipka) Part of the *Circle of Fire* event. The super-swift Green Lantern called Green Lightning joins forces with DC's premier space-faring hero. $2.50

ONE-SHOT **Green Lantern/ The Atom** 1 (Brian K. Vaughan & Trevor McCarthy + Tyson McAdoo) Part of the *Circle of Fire* event The Atom teams up with a pair of Green Lanterns from the future to investigate the connection between the alien threat and Kyle's past. $2.50

ONE-SHOT **Green Lantern/ Firestorm** 1 (Jay Faerber & Ron Randall + Dan Davis) Part of the *Circle of Fire* event Firestorm, the Nuclear Man, teams up with a mysterious Manhunter robot-turned-Green Lantern. The unlikely allies struggle to obtain the Omega Option, the only device that can stop the assault. $2.50

ONE-SHOT **Green Lantern/ Green Lantern** 1 (Judd Winick & Randy Green + Wayne Faucher) Part of the *Circle of Fire* event Kyle teams up with a Green Lantern he finds disturbingly familiar in order to locate their deadly foes' secret



MARVEL COMICS **CLOSE-UP**

4: A Universe X Special

Marvel Comics

Writers: *Alex Ross + Jim Krueger*

Artist: *Brent Anderson*

An attempt at creating the ultimate Fantastic Four story sees a whole host of heroes and villains lost in the realm of the dead star, with the focus thrown on Reed Richards. 48pg $3.99

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headquarters. But getting there is only half the battle. Meanwhile, Kyle is beginning to grow strangely weaker, and the Spectre's warning continues to haunt him. $2.50

ONE-SHOT **Green Lantern/ Powergirl** 1 (Scott Beatty & Pete Woods + Andrew Pepoy) Part of the *Circle of Fire* event. Power Girl teams up with the mysterious Emerald Knight to search for the missing JLA. Where have the World's Greatest Superheroes gone? And what terrible secret did they learn? Power Girl and a Green Lantern who protected Earth centuries ago embark of a suicide mission to rescue the captured heroes. $2.50

Hellblazer 153 *(Good Intentions* 3 of 6; Brian Azzarello & Marcelo Frusin; *Vertigo)* As John gets more involved with Dickie and Richie Fermin, he begins to discover the true nature of the brothers' business. John begins to suspect that he has underestimated the pair when he is confronted with a ghastly secret. Mature. $2.50

Mostly Wanted 4 (of 4; Scott Lobdell & Roberto Flores + Mark Irwin; *WildStorm)* Narrowly escaping a crash-landing, former soldier Andi Mooncrest and former nun Sister Crenn lick their wounds and vow to expose the Functionary's horrifying secret. $2.50

FINAL ISSUE **The Patriots** 10 (Jonathan Peterson & Michael Ryan + Randy Elliott; *WildStorm)* Super secret agents Zach Donovan and Rocky Boorman lead an I.O. strike force against the power-mad forces of the Naturalists, who have constructed a bomb at the top of the world capable of melting the polar icecap. $2.50

FINAL ISSUE **Preacher** 66 (Garth Ennis & Steve Dillon; *Vertigo)* It's the day after High Noon and Jesse Custer's quest is finally over. But when the smoke clears, is there anyone left to ride into the sunset? This plus-sized wrap-up to the explosive events of *Alamo* features a two page letter column sign-off by writer Garth Ennis. Mature readers. 48pg $3.75

Superman: The Man of Steel 105 (Mark Schultz & Doug Mahnke + Tom Nguyen) Continuing the *Superman: Emperor ????????* tease. Will Superman die again? It seems unlikely, but he might prefer it to the alternative he suffers this issue as he and the rest of the team are transformed into Super-Pets. $2.25

Marvel

Avataars: Covenant of the Shield 2 (of 3; Len Kaminski & Oscar Jimenez + Eduardo Alpuente) In pursuit of the fearsome forces who have made off with his son, Captain Avalon assembles the past and present Champions of the Realm top take up chase. But before the heroes can confront the dark Dreadlord, they will have to trek through the malevolent Webwood, take up arms in a battle with the X-Changelings and endure a visitation by the Four Fates. $2.99

Deadpool 45 *(Cat Trap* 1 of 2; Christopher Priest & Jim Calafiore + Jon Holdredge) Find out why Constrictor is trying to kill Deadpool, and whether Titania really is who she says she is. Plus, will Loki's curse ever be lifted from the head of Wade Wilson? $2.25

Gambit 21 (Fabian Nicieza & Yanick Paquette + Sean Parsons) Now that the Thieves and the Assassin's Guilds have been unified, Gambit digs into his past to find out more about his future – but does he even have a past? $2.25

ONE-SHOT **Inhumans** (Paul Jenkins & Jae Lee; tpbk) An entire race of genetic freaks have lived in peaceful seclusion on their island kingdom of Attilan, preferring not to mix with the outside world. But now their fragile world is under attack. Can the Royal Family repel the invaders? 264pg $24.95

Marvel Knights 4 (Chuck Dixon & Eduardo Barreto + Klaus Janson) Zaran the assassin has a new look, a new attitude and a new target – one of the Marvel Knights. Meanwhile, a very familiar hero is making a bid for membership in the Knights. $2.99

ONE-SHOT **X-Men: Declassified** (Karl Bollers & Pascual Ferry) The knowledge on Charles Xavier's X-Men has been gathered into one place. But before it can be accessed, three X-Men will breach the most guarded sanctum of the U.S. government in a desperate attempt to destroy it. 48pg $3.50

X-Men Universe 11 (various) The usual deal; three in one. This time the double-sized X-Men #101-102 and X-Men: Hidden Years #9 get reprinted. 80pg $4.99

CHAOS! COMICS **CLOSE-UP**

Chyna 1

Chaos! Comics

Writer: Steven Grant
Artist: Jill Thompson

The World Wrestling Federation's Ninth Wonder of the World returns to her bodyguard roots. Can Chyna protect an industrialist's daughter from a diabolical Death Cult and their scheming leader, Kassandra? $2.95

ON SALE AUGUST

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AUGUST

Aardvark-Vanaheim

Cerebus 257 *(Going Home* 26 of 34; Dave Sim & Gerhard) Mary Ernestway continues her campfire story, but it seems to be taking her quite a while to get to the point. 24pg b&w $2.25

Abstract Studio

Strangers in Paradise Vol III #34 (Terry Moore) David's search for the underground Katchoo leads him to the heart of the powerful and deadly Big Six operation in downtown Manhattan, where he attempts to take his inherited seat alongside the leaders. 24pg b&w $2.75

AC Comics

Golden Age Men of Mystery 25 (various) A special all-Emerald issue spotlights Golden Age artists Mart Nodell and the 60th anniversary of his creation the Green Lantern. It features a lengthy interview with Nodell telling how his hero was created. 52pg b&w $6.95

Blazing Western 2 (various) Twelve pages of Al Williamson's *Cheyenne Kid* are reprinted here for the first time since 1957. Plus, Dick Ayers' mysterious Haunted Horseman takes on the task of *The Taming of Wild Man Feeney.* 36pg b&w $5.95

ACG Comics

ACG's Amazing Comics Starring Dragon Lady 5 (Milton Caniff) Terry and Ryan's first encounter with the original femme fatale and greatest female villain of all time. b&w $2.95

Cop Called Tracy 18 (Chester Gould) Classics from 1950. Dick Tracy follows up another case and discovers more than he bargained for. b&w $2.95

Green Berets 5 (Robin Moore & Joe Kubert) It is the '60s, it's Vietnam, and things are not looking good. The Berets are paid to take it as it comes, and it comes pretty hard. b&w $2.95

Millinium 2.5: The Buck Rogers Saga 4 (Dick Colkin) Classic strip from the '30s, reprinted here in comicbook form. b&w $2.95

Pulp Action Starring The Shadow 10 (Walter Gibson & Vernon Green) More dark crimes and more dark villains from the files of the Shadow. A classic tale from the mid-'40s. b&w $2.95

Star Hawks 3 (Ron Goulard & Gil Kane) Star Hawks Chavez and Jaxan face peril again as the Empire looks to be going belly-up. Explosive, killer androids, a robot dog called Snifer, and great sci-fi art from Gil Kane. .. $2.95

Star Western 4 (various) A biographical film index of Clayton Moore followed by adventures of movie and TV western heroes. 64pg b&w $6.95

Amaze Ink/ Slave Labor

Comic Book Heaven Vol II #3 (Scott Saavedra) Taking a look at strange inventions and other oddball comicbook miscellany. b&w $1.95

ONE-SHOT **Dreadstar: Metamorphosis Odyssey** (Jim Starlin; tpbk) Reprinting the original classic episodes of *Metamorphosis Odyssey* from Epic Illustrated. These painted pages originally appeared from 1979 to 1982 and introduced audience to Vanth Dreadstar and the other characters whose saga continues in the Dreadstar graphic novel and Epic series. 112pg b&w $10.95

Love in Tights 6 (various) Another earthshaking heart breaking collection of heroic romance. Plus, a new *Dark Tower* story and the fourth chapter in *Facing Fears.* $2.95

NEW **Migraine Boy** 1 (Greg Fiering) Popular newspaper and animated character (from Spy magazine and MTV) makes his way into comicbook form. 24pg b&w $2.95

Oddjob 5 (Ian Smith & Tyson Smith) Robin has the keys to Moe's office while the Investigator of the Odd is out on the job. And Robin is the last person you would want in charge of anything. This title is back after a short break during which the brothers directed their first feature film. 24pg b&w $2.95

Waiting Place Vol II #5 (McKeever & Norton + Yurkovich) Still scarred by the death of his sweetheart, and still haunted by the dreams of what could have been but never will be, Scott Forbes has been drowning himself in a sea of alcohol. Will tomorrow never come? 24pg b&w $2.95

Antarctic Press

Box Office Poison 20 (Alex Robinson) The conclusion to Irving Flavor's battle for Nightstalker, the superhero he created 50 years ago. Plus, Sherman tells Ed about the big confrontation with Dorothy last issue, completing his really bad day. Mature readers. Bimonthly. b&w $2.99

Gigantor 7 (of 12; Ben Dunn) A top-secret submarine is destroyed and the Iron Empire is blamed. However, after careful investigation by Inspector Blooper, agent Dick Strong and Jimmy Sparks they begin to suspect that another villain is at work. $2.95

Gold Digger Vol II #14 (Fred Perry) Julia fights in the tournament of Arms to win back her title as Arms Master of Jade. However, the odds are stacked well against her. 24pg $2.95

NEW **Kamikaze: 1946** #1 (Ted Nomura) Focusing on the Japanese war to defend itself from the all out Allied battering. In this alternative history, Oppenheimer is killed in a freak car accident in Germany before the war. With the US atomic bomb programme thus delayed, the Japanese succeed in creating their own A-bomb to use as a Kamikaze tactic. Bimonthly. $2.95

Luftwaffe: 1946 Vol IV (Ted Nomura; tpbk) Reprinting the title Luftwaffe: 1946 #13-18, following the German air division in the Spanish Civil War. $14.95

Luftwaffe: 1946 Technical Manual Vol V (Justo Miranda & Ted Nomura) Looks at all sorts of artillery from high-powered sound weapons to electromagnetic railguns to anti-aircraft missiles. $3.99

Ninja High School 76 (Ben Dunn) The Quagmire gang finds itself in the midst of a magic-user's convention. Magical Mimi has invited them as her guests and to partake in her Ascension. However, evil forces conspire to destroy the gathering a rule over all magicdom. $2.95

Tomorrow Man 3 (Kevin Gunstone & Terry Pallot) As Tomorrow Man helps the authorities clear away the carnage in his home city of Quagmire, he finds himself the subject of unwelcome scrutiny by Rex Ruthless. Bimonthly. 24pg b&w $2.95

Warrior Nun Areala Vol III #14 (Nathan Lumm & Craig Babiar) The second part of the groundbreaking *Rebirth* storyline sees Eleanore having to infiltrate a mysterious cult in order to uncover the whereabouts of some missing teens. Everything is not as it seems, however, as she has to come to terms with the repercussions of her actions. 24pg $2.95

Warrior Nun Brigantia 2 (Kevin Gunstone & Art Wetherell) In 1940 during the Allies' darkest hours or World War II, Warriror Nun Brigantia and the Druid Albion must retrieve the fabled Head of Bran to prevent the Third Reich from invading Britain. Bimonthly. b&w 24pg $2.95

Avatar Press

Avengelyne: Bad Blood 2 (of 2; Rick Lyon + Matt Haley & Al Rio) Avengelyne has been thrust into the sordid nightlife of Miami where she meets vampiric queens Ravyn and Glyph. Her pure blood is the key to unlimited power, and now Ravyn might just have it. Variant covers. $3.50

NEW **Exposure: Second Coming** 1 (Dave Campiti & Al Rio) After four issues with Image, this title comes to Avatar in a special oversize first issue dropping Lisa and Shawna in the middle of another paranormal mess. Photo variant cover. Bimonthly. $3.50

Razor: 'Til I Bleed Daylight 2 (David Quinn & Mike Wolfer) In a shadowy world where everyone and everything is for sale, Razor allies herself with darkness and disease for a shot at redemption. $3.50
Wraparound cover $3.95

Threshold 31 (David Quinn + Mike Delaney & Dan Parsons + Rich Larson) Includes the tale of a good girl gone bad, plus a look at New York's mean streets and a demoness one Earth who just can't stay out of trouble. Variant cover. $4.95
Two variant nude covers. $6.00

Awesome

Awesome's Youngblood (Liefeld & Stephenson + Miki) Features the first reprint of the Youngblood series #1-10, with the debut appearance of the Youngblood team – without Sidney – as well as first bows from the Prophet, the Berzerkers, Darkthornn, Shodown and The Five.

Guest starring a little fella called Spawn. b&w 7"x 10" $14.95

ONE-SHOT **Avengelyne/ Demonslayer** 1 (Robert Lugibihl & Marat Mychaels) The avenging angel crosses swords with the slayer of demons in a tale that shakes the very pillars of Hell. Avengelyne is determined to destroy Jaclyn's demon lover Michael, but things go from bad to worse with the arrival of Irkalla, Queen of the Damned. Variant covers. $2.95

NEW **Avengelyne/Prophet: Rage of Furies** 1 (Liefeld & Stephenson + the Walker Brothers) The Valkyrie has come to claim the soul of one of Awesome's fighting females, and she has enlisted the Prophet to do her bidding, pitting her against the avenging angel Avengelyne. $2.99

NEW **Century** 1 (various) The year is 2101, and after enduring an alien invasion at the dawn of the new millennium, Earth has rebounded only to fall victim to the machinations of the all-powerful Century Corporation. People on the street curse their oppressors and cautiously scan the skies for signs of a returning hero – but it looks like no-one's coming. $2.99

ONE-SHOT **Supreme: Secret Origins** (Alan Moore & various; tpbk) Collecting Supreme #41-46. Returning to Earth after a lengthy absence, Supreme is forced to confront the central mystery of his existence and in doing so he uncovers a strangely familiar past he never knew he had. 176pg $16.95

Cartoon Books

Bone #39 (Jeff Smith) Afraid that Thorn is changing and growing away from him, Fone Bone is plunging into a world of darkness – but is it just a dream or is it the work of the Lord of the Locusts? b&w $2.95

Chaos!

NEW **Bedlam** 1 (Kaminski & Brewer + Arnold) The rootin' tootin', two-fisted hard-drinkin' master of space and time receives his own solo adventure, discovering a mystery that will force him to gamble his own past against not just his own future, but that of the entire world. $2.95

NEW **Chyna** 1 (Steven Grant & Jill Thompson) *See Close-Up, on previous page.*

ONE-SHOT **The Steven Hughes Tribute Book** (various) A tribute to one of the driving forces behind Chaos! Comics, who died early this year. It is made up entirely of pieces submitted by artists, writers and fans, looking back at his work. All profits from this title will be put into a trust for his children. 48pg $6.95

Claypool

Deadbeats 43 (various) A wraith of rolling energy has been possessing select Fear City denizens for months. Now its secret is revealed, along with the reason for its vendetta against the marauding vampire band known as the Deadbeats. b&w $2.50

Elvira 88 (various) Elvira is time-tripping again, and her flight from the lovesick Roderick Hives leads her from a turn-of-the-century luxury liner to a bright future era – but can it remain sunny when the insane Lord Harvest turns up? $2.50

El Capitan

NEW **Murder Me Dead** 1 (of 8; David Lapham) A twisted noir of self-destruction, lost dreams and mean old women. Promised to be more death undefying than Stray Bullets. 24pg b&w $2.95

Fantagraphics

The Comics Journal 226 (various) At one point or another most artists just crank it out. This edition of the Comics Journal takes a look at the ins and outs of what is often politely described as journeyman material. Spotlights C.C. Beck, Gil Kane and John Buscema. Mature readers. 112pg b&w $5.95

ONE-SHOT **Crumple** (Dave Cooper) A story stuffed with lesbians, half-breeds, alien invasions, and the story of a guy named Knuckle, who stumbles through life with his misogynistic friend Zev. Mature readers. 120pg b&w .. $14.95

ONE-SHOT **The Diary of a Teenage Girl** (Phoebe Gloeckner; graphic novel) Incorporating the writer's actual teenage diary into an illustrated novel. Mature readers. 200pg $18.95

ONE-SHOT **Jimmy Corrigan: The Smartest Kid on Earth** (Chris Ware) *See Close-Up, below.*

Junior 3 (of 5; Peter Bagge) Collecting rare and long out-of-print tales. This issue includes *The Road To Manhood* and *C&B Go for a Ride.* Mature readers. $2.95

ONE-SHOT **Monkey Jank** (Bob Fingerman) A high-spirited, libidinous romp through post-atomic wastelands. Monkey Jank and her zaftig pal, Cleeva DeJoon, search for that most rare of breeds: a fully functioning, non mutated heterosexual human male. Mature readers. 24pg b&w $2.95

ONE-SHOT **Queens Blvd.** (Andrew Zaben) Lou, Danny and Foots are three bookies whose daily routine consists of little more than boredom. Do the headaches and hassles make being a criminal worthwhile? Mature readers. 56pg b&w $6.00

ONE-SHOT **The World of Edward Gorey** (Alexander Theroux) Gorey's career spans fifty years and around 100 books, including an illustrated edition of Samuel Beckett's *The Lost Ones.* Here Theroux provides an authoritative overview, drawing on exclusive interviews with Gorey from over the years. 96pg $7.95

Image

Age of Bronze 8 (Eric Shanower) The army is finally gathered for a war destined to last ten years, but one warrior is missing. Achilles is still in hiding, and even the guile of Odysseus may not be enough to ferret him out. 24pg b&w $3.50

NEW **Aphrodite IX** #1 (David Wohl & Dave Finch) Who is Aphrodite IX? Where did she come from? Who created her and for what purpose? These questions and many others will be on her lips as much as anyone else's $2.50

Big Bang Comics 34 (Chris Ecker & Joe Zierman + Chad Sergesketter) Presenting Mighty Joe Kingler's classic first Venus epic, *To Save The Gods.* b&w $3.95

Butcher Knight 2 (Charles Holland & Dwayne Turner; *Top Cow)* Butcher Knight and Daria think they have Barnabus London. But can you really trap a wizard with 10,000 years of dirty tricks up his wizard's sleeve? ... $2.50

Crimson Plague 2 (George Pérez) The fate of a landing party on MannaWorks 3 is revealed after the half-dead body of Commander Shannon Lower is discovered aboard the lifeless space freighter Sagittarius. $2.50

DarkMinds Vol II #6 (Ken Siu-Chong & Omar Dogan) Mai must try to decide who comes first, friends or family. After narrowly escaping an ambush by a team on UN Special Ops, Nagawa and Mai find themselves hiding in the bowels of the Macropolis sewers in an attempt to protect Reiko. $2.50

The Darkness 34 (Scott Lobdell & Mark Pajarillo; *Top Cow)* Ripclaw has tracked Jackie Estacado right through his cover in the Witness Protection Program. But he has bigger plans than mere murder on his mind. $2.50

Echo 5 (Pat Lee + Ken Siu-Chong & Long Vo + Charles Park) The team takes a rare moment to recover from its injuries, but the time to relax is fleeting. When the corpse of Dr Hokusai is discovered under questionable circumstances, the team begins to suspect that it is being used for dishonourable purposes. $2.50

Fathom 14 (Michael Turner + Bill O'Neill & Turner; *Top Cow)* Aspen must get into and out of Vana's stronghold in order to rescue someone very special to her. Luckily she has the aid of Lara Croft and Sara Pezzini. Variant cover. $2.50

Fathom Swimsuit Special 2000 (Michael Turner & various; *Top Cow)* Cartoons in swimming cozzies. $2.95

Geminar 2 (Terry Collins & Al Bigley) While attempting to rescue a doomed space station, Geminar encounters help from a distant-past superhero. 24pg b&w $3.50

NEW **Go Girl** 1 (Trina Robbins & Anne Timmons) *See Close-Up on following page.*

NEW **Hellspawn** 1 (Brian Michael Bendis & Ashley Wood; *Todd McFarlane Productions)* Bringing out the twisted side of modern urban horror. This issue features the Return of The Clown, and there's nothing to laugh about. $2.50

Kiss: Psycho Circus 33 (Brian Holguin & Clayton Crain; *Todd McFarlane Productions)* Something strange is happening in the sideshow of the macabre. What would you do if the greatest misfits in the world would not accept you? Where do you turn when even the freaks find you too freakish? Would you resort to murder? Suicide? Or worse? $2.50

Objective Five #2 (Glen Kaino + Kevin Hoffer & Danny Miki) The Center for Disease Control is serious about stopping the proliferation of bio-weapons. To that end they are training their newest agents, Lark, Alexis and DJ. Their special condition allows them to use a power that no-one else has. $2.50

Parts Unknown 3 (Beau Smith & Brad Gorby) Super Cops Lucci and Spurr have invaded the corporate headquarters of the Scalon Invasion. Lanson, the leader of the Invasion, has Spurr's girlfriend, Sarah Lark, and plans to use her to start a new race of evil hybrids to populate the Earth. The trouble is, every other Scalon in the vicinity wants to use her as mother to their children too. b&w $2.95

Powers 4 (Brian Michael Bendis & Mike Avon Oeming) The sweeping epic treatment is given to the Powers as Brian Michael Bendis drops by for a stint of writing. $2.95

ONE-SHOT **Rising Stars Prelude** (J. Michael Straczynski & Keu Cha; *Top Cow)* A first outing for the fully coloured and inked version of this taster comicbook, which predated issue 1. 24pg $2.95

Rising Stars 10 (J. Michael Straczynski & Christian Zanier; *Top Cow)* This story takes place years after the first eight issues. Many of the Specials are running rampant, taking revenge or setting up their own little empires, while a few still try to stop them. $2.50

Rumble Girls 4 (Lea Hernandez) Raven Tansania has dumped her HardSkin pilot studies in order to take up the fictitious role of Silky Warrior Tansie in the media monster EnteCo's new project. But trouble's a-brewin' and it looks like there's some regretting to be done. b&w $3.50

Sam & Twitch 13 (Brian Michael Bendis & Albert Ponticelli; *Todd McFarlane Productions)* Modern-day witches are being systematically killed. Sam and Twitch have reached the end of their manhunt and they must interrogate their suspect, but the killer's dark secret may have bad repercussions. ... $2.50

Savage Dragon 78 (Erik Larsen) An explosive new world is promised, plus a menace from beyond the stars and the Savage Dragon as you have never seen him before. $2.95

NEW **Savage Dragon Book 1: Baptism of Fire** (Erik Larsen; tpbk) Reworking the original Savage Dragon trade paperback with more unpublished sketches. The very first story-arc featuring Officer Dragon, a brand new cop in a Chicago overrun by freaks and crime lords. 160pg ... $14.95

Section Zero 3 (Karl Kesel & Tom Grummett; *Gorilla)* Sam Wildman takes charge, leading Section Zero on a mission to find and save his one-time love and current leader Doc Challenger. The trail takes them to a dark and demented land of Rat Kings and Gator Baiters in the abandoned tunnels and passages beneath New York City. What? You thought they didn't exist? $2.50

Shock Rockets 5 (of 6; Kurt Busiek & Stuart Immonen) The Shockers face a treachery from within, and they may not even be able to save themselves, let alone the world without. Their enemies strike at the heart of the Shockrocket base itself, crippling the squad at a time when they are desperately needed to stave off a global threat. $2.50

Skinners 2 (Mat Broome) State-of-the-art title which brings special effects and computer generated models to the comicbook medium. Maya's genetic results turn positive, declaring her the prophesied One Percenter. But the role of humanity's saviour comes with a heavy price. Variant cover. $2.95

Spawn 101 (Todd McFarlane + Brian Holguin & Angel Medina; *Todd McFarlane Productions)* The Spawn saga takes a darker, more sophisticated turn, introducing new characters, new villains and new twists on old favourites. This is the first of three one-issue stories, (all self-contained but thematically linked) depicting a troubled young woman with a secret who finds her darkest fears coming true. $2.50

Spawn: The Dark Ages 18 (Steve Niles & Nat Jones; *Todd McFarlane Productions)* The murders in the Dark Wood surrounding Rhyll's forest continue and the Hellspawn is blamed. Now he must face the judgement of his people and pray for mercy at the hands of the very clan he once ruled. $2.50

NEW **Vagabond** 1 (Sean Ruffner & Ryan Benjamin) Fully-painted tale of Janue Parker, a man struggling to come to terms with the murder of his wife. The real tester for him is that he is the murderer, and so he wanders the Earth, wobbling on the edge of his sanity. Variant cover. $2.95

ONE-SHOT **Vanguard: Ethereal Warriors** (Gary Carlson & Frank Fosco) It's armageddon time when godlike aliens choose Earth as the battlefield for their final conflict, and

FB CLOSE-UP

ON SALE IN AUGUST

Jimmy Corrigan: The Smartest Kid on Earth

Fantagraphics Books

Writer/Artist: Chris Ware

A lengthy, meandering experiment in reader tolerance co-published with Pantheon Books. It takes an awkwardly pleasant look at a lonely and emotionally impaired Everyman figure.

This is an improvised romance, with all sense of plot and drama dispensed with, flitting the reader from 1890s Chicago and 1980s smalltown Michigan. Supported by foldout instructions, an index and paper cutouts.380pg $27.50

only Vanguard stands between them and total annihilation. 48pg b&w $5.95

Insight Studios

Liberty Meadows 13 (Frank Cho) In the aftermath of the fire that destroyed the Liberty Meadows nature preserve, all the critters are faced with the challenge of the learning to live with their human caretakers. Meanwhile, rebuilding is hampered by budget-slashing bureaucrats leaving the future of Liberty Meadows in doubt. This issue includes strips from December 7th 1998 to January 24th 1999. b&w $2.95

Oni Press

Breakfast After Noon 2 (of 6; Andi Watson) When a young couple, Rob and Louise, are laid off from their jobs, it brings greater changes to their relationship than they expected. Rob tries to get his old job back whereas Louise finds new opportunities on the dole. Mature readers. b&w $2.95

Marquis: Danse Macabre 3 (of 5; Guy Davis) The Marquis's enemies are beginning to close in. As Vol de Galle continues his crusade, he hunts down and kills a demon that has possessed a rich lord. Only this time there is a witness to the exorcism, and this witness is pretty sure she sees murder. Mature readers. b&w $2.95

ONE-SHOT **Road Trip** (Judd Winick) Jason and Jeanine have lost their brother in a car accident, and the authorities need his next of kin to identify his body before they can release it. As the two cannot afford to fly to the destination, they have to embark on a long car journey, clocking up memories with the miles. Mature readers. b&w $2.95

ONE-SHOT **Whiteout: Melt** (Greg Rucka & Steve Lieber; tpbk) The sequel to the original Whiteout is collected in a single volume. Marshal Carrie Stetko is all geared up for a holiday, but a crisis at a Russian base calls her back to the Ice sooner than expected. Mature readers. 112pg 7" x 10" b&w ... $11.95

Sirius

Artesia Afield 2 (Mark Smylie) The second chapter in the epic tale of the warrior witch queen. The war against the Thessid Empire has begun in the Middle Kingdoms, and Artesia has placed her company at the heart of it. Mature readers. $2.95

Oh My Goth: Humans Suck! 2 (Voltaire) Gothic extraterrestrial Heiroynmous Posche and the gang are transported to a parallel universe where the films of Ray Harryhausen come to life. Mature. 24pg b&w $2.95

Poison Elves 60 (Drew Hayes) As the leader of the Elvin Council, Mogre-Ur must punish Lusiphur and Jace for their roguish ways, but with a sequel to the Dark War on the horizon he really needs their help. 24pg b&w $2.95

ONE-SHOT **Solar Stella** (Jason Bone) Solar Stella's mission is the complete exploration of space, which is a tallish order, so she has to approach it in the best way she can – by changing into as many revealing outfits as possible. Oh Lord. b&w$2.95

Tokyopop.com

Cardcaptor Sakura 9 (various) Sakura's best friend Rika is put under the spell of the Sword card, and uncontrollably attacks her. 48pg b&w $2.95

Gundam Wing 7 (various) The action just keeps going as the Rebels continue their fight for freedom from the OZ forces. The Rebels find Trowa who has been missing in action, but he is in bad shape and has amnesia. 48pg b&w $2.95

Sailor Moon 23 (various) Sailor Moon catches up with Michiru, a mysterious new Scout, only to be warned away. Meanwhile, Mina sneaks away to the concert at Infinity College but the music is having a strange effect on the kids. 48pg b&w $2.95

Sailor Moon Novel 7: Cel Mates (various) Amy finds a cel from the new Sailor V movie. Little do the Scouts know, but the cel is under the black magic of the Negaverse and releases an evil set of twins. 120pg $4.99

ONE-SHOT **Sailor Moon Scout Guides – Meet Sailor Moon: Crystal** (various) Everything you ever wanted to know about Sailor Moon. This full-colour collectors book lets you relive some of those memorable moments: Serena's transformation from restless schoolgirl to Champion of Justice, special attacks, and a guide to the best episodes. 96pg 5" x 7" $12.95

Sorceror Hunters Mixx Manga Vol II (various) Sorceror Hunters Carrot, Marron, Chocolat, Tira, and Gateau battle the wickedness that plagues the Spoolner Continent – in between satisfying their own overactive libidos. 196pg b&w $11.95

Viz

Animerica Vol VIII #8 (various) Features on the latest anime, exclusive interviews and news. 96pg $4.95

Aqua Knight 5 (of 6; Yukito Kishiro) Alcontra steals the magnetic stone that powers the lighthouse, destroying the structure and bringing about Arrabarus's downfall. Arriving at the battlefield too late to do anything, Ruliya can do nothing be attend to Arrabarus's dying words. 40pg b&w $3.50

NEW **Dragonball** Vol I (Akira Toriyama; tpbk) Collecting Dragonball #1-6, which introduce us to a naive young monkey-tailed boy named Goku, whose quite life changes when he meets a girl named Bulma. She is on a quest to collect seven Dragon Balls in order to conjure up an incredibly powerful dragon which can grant her one wish. 184pg 5" x 8" b&w $14.95

Dragon Ball Part 3 #3 (of 14; Akira Toriyama) To reach the top of the Muscle Tower, Goku must beat Colonel White's hand-picked soldiers. Then, Goku finds himself in an indoor forest with traditional Japanese scenery where he must face a ninja. b&w $2.95

Dragon Ball Z Part 3 #7 (of 10; Akira Toriyama) The Namek reinforcements arrive, initially turning the tide of the battle. However, when they ill-advisedly anger Vegeta's henchman Dodoria they look a little more like King Cnut trying to will back the waves. b&w $2.95

Eagle Vol VII *(Pandora's Box;* Kaji Kawaguchi) Looking into the past of Patricia Yamaoka, the candidate's wife. Meanwhile, Yamaoka himself courts the political endorsement of New York mayor Gilbert Blackburn, and Jo wonders if Rachel is seeing someone, forcing him to clarify his own feelings for her. 104pg b&w $6.95

NEW **Eagle Book** 1 (Kaiji Kawaguchi; tpbk) Collecting the first of the violently large tomes tracing the steps of the first Asian American President. Just the first four monthly issues here. 424pg 5" x 8" b&w $19.95

Fushigi Yûgi Vol III: Disciple (Yû Watase) When best friends Miaka and Yui open an ancient Chinese book, they find themselves transported into the Universe of the Four Gods, a parallel world strongly like ancient China. 184pg 5" x 8" b&w $15.95

Inu-Yasha Part V #3 (of 11; Rumiko Takahashi) Inu-Yasha is in Kikyo's clutches, and the life is being drained out of him while Kagaome is attacked by phantom eels. 40pg b&w $2.95

Magical Pokémon Journey Part 2 #2 (of 4; Yumi Tsukirino) Hazel has a rival for Almond's affections, and she is a self-proclaimed scientific genius. Can anything that cute really be intelligent? Well, we've got Carol Vorderman... 40pg b&w $4.95

Mobile Suit Gundam 0079 Vol II (Kazuhisa Kondo; tpbk) Over population of the Earth has driven its inhabitants to live in colonies in outer space. But then a good idea is rather spoiled by a vicious civil war. This volume bases itself on Mobile Suit Gundam 0079 Part 1 #8 to Part 2 #5. 176pg 5" x 8" b&w $15.95

NEW **Mobile Suit Gundam Wing** 1 (of 4; Reku Fuyunagi) In the future, rebel space colonies fight back against the tyrannical United Earth Sphere Alliance, which has become a puppet government of the secret organisation OZ. Five resourceful pilots answer the call to arms; trace them here. b&w $2.95

No Need For Tenchi! Part 9 #6 (of 6; Hitoshi Okuda) With the help of the Nameless Tree, Tenchi and Ryoko boost their powers to try to deflect violence-crazed Mikamo's frenzied attack. b&w $2.95

Pulp Vol IV #9 (various) Violence, sex, and general adult-themed manga, plus features and editorial criticism. Mature readers. 184pg b&w $5.95

Ranma ½ Part IX #4 (of 11; Rumiko Takahashi) Still hanging around the Tendo household, unwanted guest Ukyo announces her conditions for leaving: If Ranma and Akane want to prove that they are a loving couple, they must spend the night together in the same room. b&w $2.95

Silent Möbius: Catastrophe 3 (of 6; Kia Asamiya) Kiddy has another encounter with the killer megadyne, but when the police arrive, it's Kiddy they find with her hands soaked in blood from the megadyne's last victim. b&w $2.95

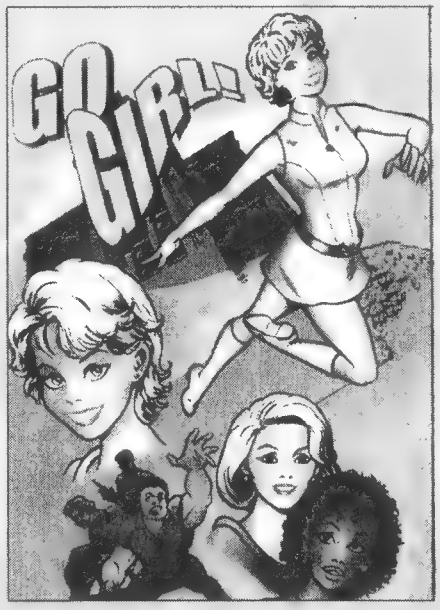

image **CLOSE-UP**

Go Girl 1

Image Comics

Writer: Trina Robbins
Artist: Anne Timmons

Before its publication date, Go Girl generated something of a hoo-hah on the Internet in the form of interviews and favourable previews. Follow the adventures of a gaggle of gymnastic girls as they pick their way through the menaces of retro life. b&w$2.95

ON SALE AUGUST

INTERNATIONAL

Black Library (UK)

Warhammer Monthly 33 (various) Featuring the return of the dæmon-slaying Sister of Battle, Ephræl Stern, in Book 2 of the stunning *Dæmonifuge.* Meanwhile, *Bloodquest* reaches its stunning and dramatic conclusion. 40pg b&w $2.95

Eddie Campbell Comics (Aus)

Eddie Campbell's Bacchus 54 (Eddie Campbell) It is nonsensical, profound, and, well, it's just *life.* Bacchus comes to us with apinch of *je ne c'est quoi.* Mature. b&w $2.95

UK NEWSSTAND

DC Thomson

The Beano 3036-3040 (weekly; various) Another issue of the 3000-issue-and-counting humour comic anthology, featuring some firm old favourites. Follow the cheeky adventures of Roger the Dodger, Billy Whizz, The Bash Street Kids, Dennis the Menace and Gnasher among others. 24pg £0.50

Beano Superstars 104 (various) One complete strip of the long-running humour anthology is contained in each issue. 36pg £0.65

Bunty 2132-2236 (wkly; various) Comics, features and photo strips in the long-running comic. £0.65

Classics from the Comics 57 (various) Anthology collection reprinting classic cartoon strips from DC Thomson's old favourite main-stays The Beano and The Dandy. 68pg b&w £1.20

Commando Action and Adventure Stories 3361-3369(8 per month; digest; various) One self-contained strip per issue. Some new material. 68pg b&w £0.70

The Dandy 3067-3071 (wkly; various) Humour strips from DC Thompson's longest-running comic, still starring Desperate Dan and Korky the Cat. 24pg £0.60

Football Picture Story Monthly 344-345 (fortnightly; digest; various) Featuring one full-length self-contained football story per issue. 68pg b&w £0.60

Fun-Size Beano 103-104 (fortnightly; various) Pocket-sized spin-off from the Beano featuring Dennis the Menace, Gnahser, the Bash Street Kids and all the usual suspects. 68pg £0.60

Fun-Size Dandy 101-102 (fortnightly; various) Pocket-sized spin-off from The Dandy featuring Desperate Dan. 68pg £0.60

Egmont Fleetway

2000AD 1204-1208 (weekly; various) Science fiction title with five stories, including *Red Fang*– a gripping galactic gangster strip, and 27th Century action with Nikolai Dante in Book Two of *Tsar Wars.* 32pg £1.25

Judge Dredd Megazine 69 (various) Features three all new strips. Judge Dredd finally gets his man in the last part of *Dead Ringer,* and head-butting homicidal maniac Mean Machine Angel returns in *Born Mean.* 48pg £4.99

Panini Comics

Action Man 50 (4-weekly; various) All-new action-packed soldier adventure yarns based on the best-selling action figure. 28pg £1.45

Doctor Who Magazine 295 (4-weekly; various) Contains feature articles on everybody's favourite misfit, in addition to an original *Doctor Who* comic strip. 52pg £3.25

Sindy 3 (various) Comic strips, puzzles and colouring features based on the UK's preferable alternative to Barbie. £1.35

Spectacular Spider-Man 64 (4-weekly; various) All new comic strips, puzzles and games. 72pg £2.50

Wickid 5 (4-weekly; various) All-new licensed Fox Kids comic featuring the Addams Family, Ninja Turtles, Power Rangers and Spider-Man. 36pg £1.60

Wolverine Unleashed 51 (4-weekly; various) Compiles old and new Marvel US Wolverine comic strips plus magazine-style feature articles. 72pg £2.25

Comics Economics

The Top 100 US comicbook sales for May 2000

Rank	Prior	Title & Price	Trade order level	Publisher
1	(2)	**Uncanny X-Men** #382 ($2.25)	*107,600*	Marvel
2	(3)	**X-Men** #101 ($2.25)	*104,700*	Marvel
3	(4)	**Wolverine** #152 ($2.25)	*76,200*	Marvel
4	(6)	**JLA** #43 ($2.25)	*72,100*	DC Comics
5	(=)	**Avengers** #30 ($2.25)	*70,000*	Marvel
6	(8)	**Punisher** #4 ($2.50)	*66,900*	Marvel
7	(=)	**Spawn** #98 ($1.95)	*63,600*	Image/TMP
8	(9)	**Daredevil** #14 ($2.50)	*62,700*	Marvel
9	(N)	**Marvel Knights** #1 ($2.50)	*56,600*	Marvel
10	(12)	**Fantastic Four** #31 ($2.25)	*55,800*	Marvel

11	(13)	**Tomb Raider** #6 ($2.50)	Image/Top Cow
■*International direct market retail orders estimated below 50,000*			
12	(16)	**Amazing Spider-Man** #19 ($1.99)	Marvel
13	(N)	**Avengers 2000** ($3.99)	Marvel
14	(19)	**Batman** #579 ($1.99)	DC Comics
15	(20)	**Batman: Dark Victory** #8 ($2.50)	DC Comics
16	(18)	**Peter Parker, Spider-Man** #19 ($1.99)	Marvel
17	(22)	**Iron Man** #30 ($1.99)	Marvel
18	(24)	**Detective Comics** #746 ($1.99)	DC Comics
19	(26)	**Rising Stars** #8 ($2.50)	Image/JC
20	(23)	**Batgirl** #4 ($1.99)	DC Comics
21	(25)	**Captain America** #31 ($1.99)	Marvel
22	(27)	**X-Force** #104 ($1.99)	Marvel
23	(14)	**Magneto: Dark Seduction** #2 ($2.50)	Marvel
24	(30)	**Generation X** #65 ($1.99)	Marvel
25	(28)	**Cable** #81 ($1.99)	Marvel
26	(29)	**Mutant X** #21 ($1.99)	Marvel
27	(17)	**Thor** #25 ($1.99)	Marvel
28	(N)	**Marvel Comics: X-Men** #1 ($2.50)	Marvel
29	(37)	**Nightwing** #45 ($1.99)	DC Comics
30	(34)	**Batman: Gotham Knights** #5 ($1.99)	DC Comics
31	(38)	**X-Man** #64 ($1.99)	Marvel
32	(33)	**JSA** #12 ($1.99)	DC Comics
33	(36)	**Superman** #158 ($1.99)	DC Comics
34	(32)	**X-Men: Children of the Atom** #4 ($2.99)	Marvel
■*International direct market retail orders estimated below 40,000*			
35	(40)	**Witchblade** #40 ($2.99)	Image/Top Cow
36	(35)	**Magdalena** #3 ($2.99)	Image/Top Cow
37	(41)	**Preacher** #63 ($2.50)	DC/Vertigo
38	(39)	**Batman: Legends of the Dark Knight** #131 ($1.99)	DC Comics
39	(N)	**Wolverine/Shi** #1 ($2.99)	Crusade
40	(54)	**Steampunk** #4 ($2.50)	DC/Cliffhanger
41	(40)	**Action Comics** #767 ($1.99)	DC Comics
42	(=)	**Green Lantern** #126 ($1.99)	DC Comics
43	(N)	**Before 4: Ben Grimm/Logan** #1 ($2.50)	Marvel
44	(45)	**Flash** #162 ($1.99)	DC Comics
45	(39)	**Crimson** #18 ($2.50)	DC/Cliffhanger
46	(51)	**Adventures of Superman** #580 ($1.99)	DC Comics
47	(50)	**Superman: Man of Steel** #102 ($1.99)	DC Comics
48	(47)	**Incredible Hulk** #16 ($1.99)	Marvel
49	(48)	**Thunderbolts** #40 ($1.99)	Marvel
50	(53)	**Gambit** #18 ($1.99)	Marvel
51	(N)	**Dark Crossing Special: DCR** #1 ($2.99)	Image
52	(55)	**X-Men: The Hidden Years** #8 ($1.99)	Marvel
53	(N)	**Silver Age** #1 ($2.50)	DC Comics
54	(N)	**Silver Age: JLA** #1 ($1.99)	DC Comics
55	(46)	**Inhumans volume 2** #2 ($2.50)	Marvel

56	(N)	**Silver Age: Green Lantern** #1 ($1.99)	DC Comics
57	(N)	**Empire** #1 ($2.99)	Image/Gorilla
58	(=)	**Tom Strong** #8 ($2.99)	DC/ABC
59	(60)	**Titans** #16 ($1.99)	DC Comics
60	(58)	**Witchblade: Destiny's Child** #2 ($2.99)	Image/Top Cow
61	(N)	**Marvels Comics: Spider-Man** #1 ($2.50)	Marvel
62	(N)	**Marvels Comics: Fantastic Four** #1 ($2.50)	Marvel
63	(N)	**Marvels Comics: Daredevil** #1 ($2.50)	Marvel
64	(49)	**Superman/Gen^{13}** #2 ($2.50)	DC Comics
65	(62)	**Robin** #77 ($1.99)	DC Comics
66	(N)	**Silver Age: Flash** #1 ($1.99)	DC Comics
67	(=)	**Top Ten** #9 ($2.50)	DC/ABC
68	(63)	**Avengers: Wonder Man/Beast** #3 ($1.99)	Marvel
69	(64)	**Spider-Girl** #21 ($1.99)	Marvel
■*International direct market retail orders estimated below 30,000*			
70	(N)	**Marvels Comics: Thor** #1 ($2.50)	Marvel
71	(N)	**Silver Age: Brave and the Bold** #1 ($1.99)	DC Comics
72	(57)	**Batman/Huntress** #3 ($2.50)	DC Comics
73	(N)	**Marvels Comics: Captain America** #1 ($2.50)	Marvel
74	(68)	**Young Justice** #21 ($1.99)	DC Comics
75	(N)	**Silver Age: Teen Titans** #1 ($1.99)	DC Comics
76	(69)	**Authority** #15 ($2.99)	DC/WildStorm
77	(65)	**WildCATS volume 2** #11 ($2.99)	DC/WildStorm
78	(N)	**Silver Age: Showcase** #1 ($1.99)	DC Comics
79	(70)	**Catwoman** #82 ($1.99)	DC Comics
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A Man called AX
(1997)
2-3..NM 1.50
4-8..NM 1.25
Action Comics
(1938-present)
0..NM 2.25
256..FAIR 8.00
308..VG- 5.40
317..VG- 4.20
321..VG- 3.75
322..FN- 6.20
327..FN- 6.20
329..VG- 3.75
331..VG+ 4.00
332..VG- 3.00
333..VG+ 4.00
336..VG+ 4.00
336..VG 3.50
337..FN+ 5.80
339 VG 3.50
340..VG 4.90
342..VG- 2.40
354..VG- 2.10
359..FN+ 4.50
427..FN 1.50
428..VFN- 1.75
431..VFN 1.85
456..VFN- 1.55
468..FN- 1.20
471..NM 2.25
476..FN+ 1.55
495..VFN- 1.10
506..FN+ 0.95
509 VG 0.60
510..NM 1.25
513..VFN+ 1.10
515..VFN+ 1.10
517..VFN 1.00
519..VFN+ 1.10
520-522..NM 1.25
522..VFN 0.90
523..NM 1.25
529-530..NM 1.25
531..VFN- 0.90
532-533..NM 1.25
536..NM 1.25
539..VFN- 0.85
539..NM 1.25
543..NM 1.25
544..NM 2.50
544..VFN+ 2.25
547..NM 1.25
548..FN 0.75
549..NM 1.25
557-559..NM 1.25
561..NM 1.25
564..NM 1.25
569..NM 1.25
578..NM 1.25
580..NM 1.25
582..NM 1.25
587..FN 0.75
588..VFN- 0.85
596..VFN- 0.85
598..NM 1.25
603-605..NM 0.50
607..NM 0.50
612..VFN+ 0.40
614-615..NM 0.50
621..NM 0.50
628..NM 0.50
632..NM 0.50
635..NM 0.50
637..NM 0.50
640..NM 0.50
643..NM 1.50
644-648..NM 1.25
650..NM 1.25
651..NM 1.00
651..VFN 0.75
652-655..NM 1.00
655..VFN- 0.75
656-659..NM 1.00
659..VFN- 0.70
660..NM 1.00

660..VFN-....0.70
661..VFN....0.75
662..VFN-....0.70
663..VFN....0.75
664-666..NM....1.00
667..NM....1.25
668..NM....1.00
668..NM-....0.90
670..VFN+....0.90
671-676..NM....1.00
678-681..NM....1.00
681..VFN....0.80
682..FN+....0.65
682..VFN-....0.75
683..NM....1.00
684..FN-....2.45
684..NM....4.95
685-687..NM....1.00
687..NM (Deluxe Edition)....2.50
687..NM....2.75
687..VFN....2.20
688-690..NM....1.00
690..VFN....0.80
692-693..NM....1.00
693..VFN+....0.80
694..NM....1.00
695..NM....2.75
696-699..NM....1.00
700..NM....2.95
701-706..NM....1.00
706..VFN+....0.80
707..NM....1.00
707..VFN-....0.70
708..NM....1.00
708..VFN-....0.75
709-713..NM....1.00
713..VFN-....0.75
714..NM....1.00
714..VFN+....0.90
714..VFN-....0.75
715..NM....1.00
715..NM-....0.90
716-719..NM....1.00
719..VFN....0.75
720..NM....1.00
720..VFN-....0.70
721..FN+....0.80
721-724..NM....1.25
724..NM-....1.10
725-737..NM....1.25
739..VFN....0.90
739..NM....1.25
740-741..NM....1.25
741..VFN....0.90
742..NM....1.25
751..NM....1.50
754-759..NM....1.50
762-763..NM....1.50

Action Comics Annual
(1987-present)
1..NM....2.25
2-5..NM....1.75
6..NM....2.25
7..NM....2.50
8..NM....2.00
9..NM....2.50

Adam Strange
(1990 3 Issue Ltd Series)
1-3..NM....2.25

Adventure Comics
(1935-1983)
327..FN-....12.50
328..FN-....11.00
330..VG-....6.60
331..VG+....8.80
334..FN-....9.00
336-337..VG....5.60
339..FN+....10.25
340..VFN-....11.00
341..VG-....5.40
342..VG....4.50
344..FN-....7.00
344..VG....4.90
344..VG+....5.60
367..VG....2.45
369..VG-....2.10
374..VG-....2.10
426..VG-....0.45
436..VG....0.70
455..VG-....0.65
469-470..NM....1.25
470..VFN-....0.85
471..NM....1.25
473..FN+....0.85
473..NM....1.25
474..VFN....0.80
474..FN+....0.65
475..VFN-....0.75
475..VFN+....0.80
476..VFN....0.80
476-477..VFN-....0.75
478..VFN....0.80
478..VFN-....0.75
479..VFN....0.80
480-481..NM....1.00
481..VFN....0.80
482..NM....1.00
483..VFN....0.80
484..NM....1.00
484..VFN....0.80
486-487..NM....1.00
487..VFN....0.80
488..NM....1.00
488..VFN-....0.80
489..FN-....0.65
489..NM....1.00
489..VFN....0.80
489..VFN+....0.90
490..NM....1.00

Adventure Comics One Shot
(1999 One Shot)
1..NM....1.50

Adventures in the DC Universe
(1997-present)
2-8..NM....1.25
9..NM....1.00

Adventures in the DC Universe Annual
(1997-present)
1..NM....2.00

Adventures of Superman
(1987-present, previously Superman)
0..NM....1.75
424..FN+....1.60
424..NM....2.50
425..FN+....0.70
425-426..NM....1.00
427..FN+....0.70
427-436..NM....1.00
438-439..NM....1.00
439..NM-....0.90
441..NM....1.00
442..VFN....0.75
443..NM....1.00
443..VFN+....0.80
445-449..NM....1.00
453-454..NM....1.00
456-457..NM....1.00
460, 462..NM....1.00
464-465..NM....1.00
467-471, 473..NM....1.00
476-479..NM....1.00
480..FN....0.65
481, 483-487..NM....1.00
489-490..NM....1.00
492-494..NM....1.00
495..NM....1.25
496..NM....1.00
497..NM (2nd Printing)....2.50
497..NM....4.95
497..FN....2.95
498..NM....2.50
498..FN....1.50
499..NM....1.00
500..NM (Poly Bagged)....5.00
500..NM....2.50
501..NM (Deluxe Edition)....2.95
501..NM....1.75
502-503..NM....1.00
504..NM....1.25
505..NM (Standard Edition)....1.00
505..NM....2.00
506-516..NM....1.00
517..NM....1.25
518-547..NM....1.00
548, 549..NM....1.25
550-551..NM....2.00
552-553..NM....1.25
558, 562-564..NM....1.50
568-571..NM....1.50

Adventures of Superman Annual
(1987-present)
1..NM....2.50
3, 5..NM....1.75
7-9..NM....2.75

All American Comics One Shot
(1999 One Shot)
1..NM....1.50

All Star Comics
(1999 2 Issue Ltd Series)
1..NM....2.25

All-American Men of War
(1952-1966)
99..FN....11.25
106..VF/N+....11.00
108..VG+....4.60
111..VF/N-....8.60
111..VG....4.20
115..VG+....4.60

All-Star Squadron
(1981-1987)
6..NM....1.00
8..NM....1.00
9..FN+....0.65
10..NM....1.00
10..VF/N-....0.75
11-12..NM....1.00
16..NM....1.00
16..VFN....0.80
18..NM....1.00
27..NM....1.00
32-34..NM....1.00
38..NM....1.00
38..VF/N+....0.90
40..NM....1.00
42..NM....1.00
51..NM....1.00
55..VFN....0.80
58..VFN....0.80
58..NM....1.00
59..NM....1.00
60..VFN....0.75
61-62..NM....1.00
62..VFN....0.80
63..NM....1.00
63..VFN....0.80
65-66....1.00

Alpha Centurion
(1996 One Shot)
1..NM....2.50

Anarky (1997 Ltd)
(1997 4 Issue Ltd Series)
1-2..NM....1.50

Anima
(1994-1995)
0-1..NM....1.25
2-3, 7, 10-15..NM....1.00

Animaniacs
(1995-1999)
13..NM....1.00
17-18..NM....1.00
22-25..NM....1.00
27-31..NM....1.00
31..NM....1.25
32..NM....1.00
34-36..NM....1.00
38..NM....1.00
40..NM....1.00
42..NM....1.00
44-50..NM....1.00

Anthro
(1968-1969)
1..G....5.00
3..G+....2.50
3-4..VF/N-....7.00
5..FN....6.00

Aquaman (1986 Ltd)
(1986 4 Issue Ltd Series)
1..NM....1.50
2..VF/N....0.80
3..NM....1.00
3..VF/N+....0.90
4..NM....1.00

Aquaman (1989 Ltd)
(1989 5 Issue Ltd Series)
1-3, 5..NM....1.00

Aquaman (Vol 1)
(1st Series 1962-1971, 1977-1978)
5..G....11.00
18..FN....9.50

Aquaman (Vol 2)
(2nd Series 1991-1992)
1..NM....1.00
2, 4-13..NM....0.75

Aquaman (Vol 3)
(1994-present 3rd Series)
1..NM-....2.25
5-9..NM....1.50
15..NM....1.50
19-20..NM....1.25
27..NM....1.25
35-36..NM....1.25
55-57..NM....1.50
61-62..NM....1.50
65-67..NM....1.50

Aquaman Annual
(1995-present)
4..NM....2.50

Aquaman Special, the Legend of
(1989 One Shot)
1..NM....1.25

Aquaman Time & Tide
(1993-94 4 Issue Ltd Series)
1..NM....1.75
2-4..NM....1.50

Argus
(1995 6 Issue Ltd Series)
1-3..NM....0.75

Armageddon : The Alien Agenda
(1992 4 Issue Ltd Series)
1-4..NM....0.75

Armageddon 2001
(1991 2 Issue Ltd Series)
1..NM....1.75
2..NM....1.50

Armageddon: Inferno
(1992 4 Issue Ltd Series)
1-4..NM....0.75

Atlantis Chronicles
(1990 7 Issue Ltd Series)
1, 3..NM....1.50

Atom Special
(1993,1995)
1..NM....1.75
2..NM....2.00

Atom Special, Sword of the
(1984-1988)
1, 3..NM....1.00

Atom, Power of the
(1988-1989)
1..NM....0.75
2-8, 10-17..NM....0.60

Atom, Sword of the
(1983 4 Issue Ltd Series)
2-4..NM....1.00

Atom, The
(1962-1969)
16..VG....6.50
18..VG-....5.00

Azrael
(1995-present)
1..NM....2.50
2..NM....2.00
2..NM-....1.80
9..NM....1.75
12..NM....1.75
14..NM....1.75
17-19..NM....1.75
21-23..NM....1.75
30-31..NM....1.75
34..NM....1.75

Azrael Annual
(1995-present)
1..NM....2.50
3..VF/N-....1.75

Aztek The Ultimate Man
(1996-1997)
1..NM....2.00
2..NM....1.50
3-10..NM....1.25

Babylon 5
(1995)
3..NM....5.00

Batgirl
(2000-present)
1..NM....2.50

Batgirl Special
(1988 One Shot)
1..FN+....1.60

Batman
(1940-present)
0..NM....2.25
144..VG-....18.75
149..VG....15.50
150..G....9.30
150..VG....18.00
150..VG+....20.50
162..FN-....17.00
166..FN+....21.00
169..VG-....11.25
170..VG+....12.25
171..VG (1st Silver Age Riddler)....50.00
173..FN-....10.25
175..FN-....10.25
178..VG+....9.00
179..VG+....34.75
180..VG....21.25
182..VG+ (80 Pages)....11.50
184..VG....7.90
187..VG+ (80 pages)....9.75
188..FN-....10.00
188..VG-....4.80
197..G+....7.10
200..FN-....30.25
201..FN....8.40
210..FN-....4.50
212..G+....2.25
220..NM-....7.60
245..FN-....8.00
245..VF/N-....11.00
265..FN+....3.50
337..VF/N....3.20
339..VF/N....3.35
344..VF/N-....3.00
347..VF/N+....3.15
402..NM-....2.45
406..NM....4.50
407..VF/N+....2.60
409..NM....2.50
413..NM....1.75
415..NM....1.75
417..NM....6.50
419..NM....4.00
419..NM-....3.60
420..VF/N....2.80
420..VF/N-....2.60
421..NM....1.75
421..VF/N....1.30
423..NM....1.75
423..VF/N....1.30
424..NM....1.75
424..VF/N-....1.20
427..VF/N-....3.15
428..NM....3.50
429..NM....2.50
432-433..NM....1.50
433..VF/N+....1.35
434..NM....1.50
434..VF/N-....1.05
435..NM....1.50
435..VF/N....1.10
435..VF/N....1.20
436..NM....2.25
436..VF/N+....2.00
437..NM....1.50
437..VF/N+....1.35
437..VF/N-....1.10
438-441..NM....1.50
442..NM....2.25
443-445..NM....1.25
445..VF/N....0.90
446..NM....1.25
448-451..NM....1.25
451..VF/N....0.90
455-456..NM....1.25
457..NM....2.75
458..NM....1.25
458..NM-....1.10
463-464..NM....1.25
464..NM-....1.10
465..NM....1.25
465..NM-....1.10
466..NM....1.25
466..VF/N....1.00
467..NM....1.25
469-470..NM....1.25
471..VF/N+....1.00
471..VF/N....1.00
472-473..NM....1.25
473..VF/N....1.00
474..NM....1.25
474..VF/N-....0.85
475-476..NM....1.25
477-479..VF/N....1.00
480..NM....1.00
480..VF/N+....0.90
482-485..NM....1.00
486-487..NM....1.25
488-489..NM....3.50
490..NM....3.00
491-493..NM....2.50
493..VF/N+....2.00
493..VF/N-....1.75
494..NM....2.50
495..FN+....1.60
495-496..NM....2.50
497..NM....3.50
498-499..NM....2.50
499..VF/N....1.85
499..VF/N-....1.85
500..NM (Standard Edition)....2.95
500..NM....3.50
500..NM (Deluxe Edition)....4.95
501-503..NM....2.50
504-508..NM....1.75
509..NM....2.50
509..VF/N-....1.75
510..FN+....1.20
510..NM....1.75
510..NM-....1.55
511-514..NM....1.25
514..VF/N....0.90
515-521..NM....1.25
524..VF/N-....0.85
525-526..NM....1.25
528..NM....1.25
533..NM....1.50
534..NM....1.25
535..NM (Deluxe Edition)....2.50
537..NM....1.50
541..NM....1.50
543-544..NM....1.50
546-547..NM....1.50
548..NM....1.25

Batman & Robin adventures
(1995-1997)
5-6..NM....1.50

Batman & Robin movie adaptation
(1997 one shot)
1..NM....3.50

Batman & Superman Worlds Finest
(1999 10 Issue Ltd Series)
4..NM....1.75
7..NM....1.75
10..NM....3.50

Batman & The Outsiders
(1983-1987 Becomes Adventures of from #33)
2..VF/N-....1.40
4..NM....1.50
9-11..NM....1.00
11..VF/N....0.80
12-14..NM....1.00
16..NM....1.00
16..VF/N....0.80
17-18..NM....1.00
33..NM....1.25
36..NM....1.25
39..NM....1.00
42..NM....1.00

Batman Adventures
(1992-1995)
30, 32..NM....1.25

Batman Annual
(1961-1964, 1982-present)
7..VG-....12.00
13..FN+....1.95
13..NM....3.00
13..VF/N-....2.40
14-17..NM....2.50
21..NM....2.50

Batman Batgirl
(1998 One Shot)
1..NM....1.75

Batman Beyond (Ltd)
(1998 6 Issue Ltd Series)
1, 3..NM....1.50

Batman Blackgate Special
(1997 One Shot)
1..NM....2.50

Batman Chronicles
(1995-present)
1..NM....2.50
3..NM....2.50
3..VF/N-....1.85
5-6..NM....2.50
8..NM....2.00
10..NM....2.00
19..NM....2.50

Batman Chronicles: The Gauntlet
(1997 One Shot)
1..NM....3.50

Batman Death of Innocents
(1996 one shot)
1..NM....2.50

Batman Forever Movie Adaptation
(1995 One Shot)
1..NM....2.50

Batman Gallery
(1992 One Shot)
1..NM....2.00

Batman Plus Arsenal
(1997 One Shot)
1..NM....2.00

Batman Returns Movie Adaptation
(1992 One Shot)
1..NM....2.50

Batman vs Predator
(1992 3 Issue Ltd Series)
1..NM (Deluxe Edition)....3.50
2..NM....1.50
2-3..NM (Deluxe Edition)....3.50

Batman vs Predator Bloodties III
(1997 4 Issue Ltd Series)
1..NM....1.50
2..NM....1.25

Batman vs Predator II
(1995 4 Issue Ltd Series)
1-2..NM....1.50

Batman/Demon
(1996 One Shot)
1..NM....3.50

Batman/Grendel: Devils Bones & Devils Dance
(1996 2 Issue Squarebound Series)
1-2..NM....3.50

Batman/Judge Dredd: Judgement on Gotham
(1991 One Shot)
1..NM....4.50

Batman/Judge Dredd: Vendetta in Gotham
(1993 One Shot)
1..NM....4.50

Batman/Phantom Stranger
(1997 one shot)
1..NM....4.95

Batman/Punisher: Lake of Fire
(1994 One Shot)
1..NM....3.50

Batman/Spawn: War Devil
(1994 One Shot)
1..NM....4.50

Batman/Wildcat
(1997 3 Issue Ltd Series)
1..NM....1.75

Batman: Bane of the Demon
(1998 4 issue Ltd Series)
2-3..NM....1.75

Batman: Black & White
(1996 4 Issue Ltd Series)
3-4..NM....2.50

Batman: Dark Knight Gallery
(1996 One Shot)
1..NM....2.50

Batman: Full Circle
(1991 One Shot)
1..NM....4.50

Batman: GCPD
(1996 4 issue Ltd Series)
1-4..NM....1.75

Batman: Ghost - Halloween Special
(1995 One Shot)
1..NM....3.50

Batman: Gordon of Gotham
(1998 4 Issue Ltd Series)
1-3..NM....1.50

Batman: Gordons Law
(4 Issue Ltd Series)
1-4..NM....1.50

Batman: Gotham by Gaslight
(1990 One Shot)
1..NM....3.50

Batman: Gotham Nights
(1992 4 Issue Ltd Series)
1-4..NM....0.75

Batman: Gotham Nights II
(1995 4 Issue Ltd Series)
1-4..NM....1.25

Batman: Haunted Gotham
(1999-2000 4 Issue Ltd Series)
2-3..NM....3.50

Batman: Jazz
(1995 3 Issue Ltd Series)
1..NM....1.50
2..VF/N-....1.05
3..NM....1.50

Batman: Knight Gallery
(1995 One Shot)
1..NM....2.50

Batman: Legends of the Dark Knight
(1989-present)
0..NM....1.75
1..NM....3.50
2..NM....2.00
3-5..NM....1.50
6..NM....2.00
7-12, 14, 20..NM....1.50
22-28, 31-38..NM....1.50
44-45, 47-49..NM....1.50
51-53, 55-57..NM....1.50
59, 61..NM....1.50
62-63..NM....2.25
64-83, 85, 86..NM....1.50
93-97..NM....1.50
108, 123..NM....1.50

Batman: Legends of the Dark Knight Annual
(1991-present)
1-2..NM....2.50
3..NM....2.25

Batman: Movie Adaptation
(1989 One Shot)
1..NM....2.50

Batman: Penguin Triumphant
(1992 One Shot)
1..NM....3.50

Batman: Reign of Terror
(1998 One Shot)
1..NM....3.50

Batman: Riddler-The Riddle Factory
(1995 One Shot)
1..NM....3.50

Batman: Run Riddler Run
(1992 3 Issue Limitred Series)
2-3..NM....3.50

Batman: Scar of the Bat
(1996 One Shot)
1..NM....3.50

Batman: Shadow of the Bat
(1992-present)
1..NM....2.50
2..NM....1.75
7-15..NM....1.50
16-25..NM....2.50
28..NM....1.50
29, 30..NM....2.50
31-34, 36-37..NM....1.50
39-47..NM....1.50
49..NM....2.00
50-55..NM....1.50
59..NM....1.50
60..VG+....0.75
61-64, 66..NM....1.50
69-70, 74..NM....1.50
74..NM....1.50

Batman: Shadow of the Bat Annual
(1993-present)
1..NM....2.50
4..NM....2.50
5..NM....2.95

Batman: Sword of Azrael
(4 Issue Ltd Series)
1..NM....5.00
2..NM....4.50
2..VF/N-....3.35
2..VF/N+....4.05
2..VF/N-....3.15
3-4..NM....4.00

Batman: The Blue & the Gey & the Bat
(1992 One Shot)
1..NM....4.00

Batman: The Cult
(1988 4 Issue Ltd Series)
1..NM....6.00
2-4..NM....4.50

Batman: The Hill
(2000 One shot)
1..NM....2.50

Batman: The Long Halloween
(1996-1997 13 Issue Ltd Series)
8..NM....2.00

Batman: The Ultimate Evil
(1995-1996 2 Issue Ltd Series)
1-2..NM....4.00

Batman: The Untold Legend
(1980 3 Issue Ltd Series)
1..FN+....3.15

Batman: Toyman
(1998 4 Issue Ltd Series)
1-4..NM....1.75

Batman: Two-Face Crime & Punishment
(1995 One Shot)
1..NM....3.50

Batman: Two-Face Strikes Twice
(1993-1994 2 Issue Ltd Series)
2..NM....3.50

Beast Boy
(1999-2000 4 Issue Ltd Series)
4..NM....2.00

Birds of Prey
(1998-present)
15..NM....1.75

Black Canary
(1993 2nd Series)
4..NM....0.75

Black Condor
(1992-1993)
1-4..NM....0.75

Black Lightning
(1977-1978)
9-10..VF/N....1.00

Black Lightning
(1995-1996 2nd Series)
1-6..NM....1.25
7-12..NM....1.50

Black Orchid (Ltd)
(1988-1989 3 Issue Ltd Series)
1..NM....3.00
3..NM....3.00

Blackhawk
(1957-1968, 1976-1977, 1982-1984)
134..VG+....22.50
147..VG+....15.00
148..VG-....9.00
155..FN-....13.75
178..FN....9.75
198..VG....2.95
201..G....1.20
233..VG+....1.40
248..VF/N-....1.10

Blackhawk
(1988 3 Issue Ltd Series)
1..NM....2.00
3..NM....2.00

Blackhawk
(1989-1990 2nd Series)
2, 4..NM....0.75
7..NM....1.25
8-9, 13-14..NM....0.75

Blackhawk Annual
(1989)
1..NM....1.25

Blood Pack
(1995 4 Issue Ltd Series)
1-4..NM....1.00

Book of Fate
(1996-1998)
1..NM....2.50
7-9..NM....1.75
10..NM....1.50
12..NM....1.50

Books of Magic (Ltd)
(1990 4 Issue Squarebound Ltd Series)
1..NM....3.50

Brave & the Bold #28 Millennium Edition
(1999 Reprint One Shot)
1..NM....2.00

Brave & The Bold, The
(1955-1983)
38..G-....21.00
44..VG-....38.25
45..VG+....13.00
46-47..VG-....9.50
51..G+....17.00
51..VG-....21.50
54..VG+ (1st Teen Titans)....52.50
59..VG....18.00
61..VG....10.00
71..FN....8.40
74..VG....4.90
77..FN+....7.80
78..FN+....9.75
80..G+....4.35
111..FN+....4.20
118..VF/N-....4.90
168..FN-....0.80
168..VF/N....1.10
170..VF/N+....1.35
170..VG....0.60
171..VG+....0.60
176..VF/N....1.00
177..VG+....0.60
178-179..FN+....0.85
181..NM....1.25
185-186..VF/N-....0.90
190..VF/N....1.00

Camelot 3000
(1982-1985 12 Issue Ltd Series)
1..NM....2.00
2-3..NM....1.75
5..NM....1.50
7-11..NM....1.50
12..NM....2.50

Captain Atom
(1987-1991 2nd Series)
1..NM....1.50
3..NM....0.50
5-14..NM....0.50
16-25..NM....0.50
28-29..NM....0.50
31-32..NM....0.50
34-35..NM....0.50
37-40..NM....0.50
51-54..NM....0.50

Captain Atom Annual
(1987-1988)
1-2..NM....1.00

Cartoon Network Free Comic
(1997 Promotional One Shot)
1..NM....1.00

Cartoon Network presents:
(1997-present)
2-3..NM....1.25
4..NM....1.00
5-23..NM....1.25

Catwoman
(1993-present)
0..NM....2.25
12-14..NM....1.50
16-17..NM....1.50
19-20..NM....1.50
26..NM....1.50
31-33..NM....1.50
35-38..NM....1.50
40-44..NM....1.50
49..NM....1.50

Catwoman (Ltd)
(1989 4 Issue Ltd Series)
2..NM....4.00

Catwoman Annual
(1993-present)
3..NM....2.00

Catwoman Defiant
(1992 One Shot)
1..NM....3.50

Chain Gang War
(1993-1994)
3..NM....1.25
5..NM....1.75
6, 8-9, 11..NM....1.25

Challengers of the Unknown (Ltd 1991)
(1991 8 Issue Ltd Series)
1..NM....1.00
4-5..NM....1.00
7..NM....1.00

Challengers of the Unknown (Vol 1)
(1958-1973, 1977-1978)
21..VG+....28.00
34..VG-....6.00
81..FN+ (Scarce)....1.75
81..VF/N+ (Scarce)....2.25
85..VF/N....1.60
85..VF/N-....1.50
85..FN+....1.40
87..VG..0.80

Challengers of the Unknown (Vol 2)
(1996-1998
1..NM....2.00
2-4..NM....1.50
6-9..NM....1.50
10..NM....1.25
13-14..NM....1.25
16-18..NM....1.25

Champion Sports
(1973-1974)
1..FN-....0.80

Chase
(1997-present)
2-9..NM....1.75

Chase One Million
(1998 One Shot)
1..NM....1.50

Chronos
(1998)
1-6..NM....2.00
9..NM....1.75

Cinder & Ashe
(1988 4 Issue Ltd Series)
1-2..NM....1.50

Clash
(1991-1992 3 Issue Ltd Series)
2..NM....3.50

Claw The Unconquered
(1975-1978)
1..VF/N....1.20
3..FN+....0.85
4..FN-....0.65
5..VF/N-....0.90
7..VF/N....1.00
8..VF/N-....0.90
10..VF/N....1.00
11..FN+....0.85
12..VF/N....1.00

Conjurors
(1999 3 Issue Elseworlds Series)
1-2..NM....2.25

Cosmic Boy
(1986-1987 4 Issue Ltd Series)
1..NM....0.75

Cosmic Odyssey
(1988-1989 4 Issue Ltd Series)

1..NM 2.50
4..NM 2.50

Creeper
(1997-1998)
1..NM 2.50
2..NM 1.75
4-6..NM 1.75
8-11..NM 1.75

Crisis on Infinite Earths
(1985-1986 12 Issue Ltd Series)
1..NM 5.00
2..NM 3.00
3-4..NM 2.50
5-6..NM 2.00
7..NM
(Death of Supergirl) ..3.50
8..NM
(Death of The Flash)3.50
9-11..NM 2.00
12..NM 3.50

Damage
(1994-1996)
13-14..NM 1.00
17..NM 1.00

Darkseid vs Galactus: The Hunger
(1995 One Shot)
1..NM 3.50

Darkstars
(1992-1996)
1..NM 1.50
2-10, 12, 14-15, 17, 18, 21, 27, 29, 31, 33, 35..NM 1.25

Day of Judgement
(1999 5 Issue Ltd Series)
2-5..NM 2.25

DC Comics Presents
(1978-1986)
5..NM 1.50
7..VFN- 1.10
9..FN+ 1.05
12..NM 1.25
13..FN+ 0.70
14..VFN- 0.75
15..VG 0.40
16..NM 0.75
17..FN+ 0.70
17..VG 0.30
17..VG+ 0.35
18..NM 1.00
18..VFN 0.80
19..VG 0.40
20..NM 1.00
20..VFN- 0.75
21..FN 0.65
23..VFN 0.80
25..NM 0.75
25..VFN 0.80
30..NM 1.00
30..VFN- 0.75
31..NM 1.00
34..VFN- 0.75
35..NM 1.00
35..VFN- 0.75
36..FN+ 0.50
36..VFN- 0.75
37..NM 1.00
37..VFN 0.60
38-40..NM 1.00
42..NM 1.00
43..VFN+ 0.90
44..NM 1.00
45..NM 0.75
45..NM 1.00
46..VFN 0.60
48..VFN 0.60
48..VFN 0.80
48..VG 0.30
51..VFN+ 0.90
52..NM 1.75
53..NM 1.00
54..VFN- 0.75
55..VFN- 0.70
57..NM 0.75
57-58..NM 1.00
58..VFN 0.80
59-60..NM 1.00
61..NM 1.00
61..NM 0.75
62..NM 0.75
62..NM 1.00
62..VFN 0.60
63..NM 0.75
63-65..NM 1.00
67..VFN 0.80
68..NM 1.00
70..NM 1.00
74..NM 1.00
82..NM 1.00
82..VFN+ 0.80

DC Comics Presents Annual
(1982-1985)
3..VFN 0.90

DC One Million
(1998 4 Issue Ltd Series)
1..NM 2.50
2-4..NM 2.00

DC Special
(1968-1971, 1975-1977)
8..FN+ 2.25
27..VFN+ (Scarce) 2.70

DC Universe Villains Secret Files
(1999)
1..NM 3.95

DCU Holiday Bash
(1997 One Shot)
1..NM 1.75

Deadman
(1986 4 Issue Ltd Series)
3..NM 1.25

Deadman
(1986 7 Issue Reprint Series)
4..NM 1.75

Deadman: Exorcism
(1992-1993 2 Issue Ltd Series)
2..NM 3.00
2..VFN 2.40

Deadman: Love After Death
(1989-1990 2 Issue Ltd Series)
1..NM 2.50

Deathstroke The Terminator
(1991-1996)
1..NM 2.00
2-3..NM 1.50
4-40..NM 1.25
52-53..NM 1.50

Deathstroke The Terminator Annual
(1992-1995)
1..NM 2.00

Demon Annual
(1992-1993)
1..NM 2.00

Demon, The (Vol 2)
(1990-1995 2nd Series)
2-11..NM 1.25
14, 19..NM 1.50
16-18, 20-31, 35..NM1.25
37-39..NM 1.25

Detective Comics
(1937-present)
0..NM 2.25
277..G 13.50
307..FN- 12.25
315..FN+ 15.75
316..G+ 5.70
317..FN- 11.25
319..VG+ 9.75
320..VG- 7.20
321..FN+ 14.50
322..VG 7.90
325..VFN- 17.00
328..VG+ 12.25
329..VG- 6.60
334..FN- 8.30
335..VG 6.30
337..VG 5.80
340..VG 7.20
352..FN- 6.80
352..VG 5.20
353..VG+ 5.70
354..VG 5.00
355-356..FN 7.50
356..FN- 6.60
356..G+ 3.30
356..VG+ 5.70
357..FN- 6.60
365..G 3.00
365..G+ 3.80
371..G+ 3.50
371..VG+ 6.10
417..VFN+ 8.00
433..FN+ 4.50
434..VFN 5.20
435..VFN- 4.90
437..VFN- 7.00
440..VFN 12.00
444..FN 9.50
448..FN 3.00
449..FN+ 3.55
450..VFN- 4.20
450..VG+ 2.40
474..VG+ 3.20
478..VFN 6.40
478..VFN+ 7.20
482..NM- 7.20
507..NM 3.00
536..VFN- 1.85
568..NM 2.25
574..NM 3.50
574..FN+ 2.45
577..VFN+ 3.60
579-580..NM 1.75
581..FN- 0.95
581-582..NM 1.75
585..VFN 1.40
586..NM 1.75
586..VFN+ 1.55
587..NM 1.75
588..NM 1.50
588..VFN 1.20
589..NM 1.50
589..VFN- 1.10
590-592..NM 1.50
592..NM- 1.35
593..VFN 1.10
593..NM 1.50
594-595..NM 1.50
595..VFN 1.20
596-597..NM 1.50
598..NM 5.00
599..NM 2.50
600..NM 3.50
600..VFN 2.80
601-615..NM 1.25
616-617..FN+ 0.80
617-620..NM 1.25
622-624..NM 1.25
628-630..NM 1.25
631-634..NM 1.00
636-649..NM 1.00
650..NM 1.25
651-654..NM 1.00
656-657, 658..NM 1.00
659..NM 2.75
660-671..NM 2.50
672-673..NM 1.75
674..VFN 1.30
675..NM 1.75
676..NM 2.50
676..VFN- 1.75
677..VFN+ 1.40
677..NM 1.75
681..NM 1.25
682..NM
(Deluxe Edition) 2.50
683-685..NM 1.25
687-688..NM 1.25
690..NM- 1.10
691-692..NM 1.25
695-696..NM 1.25
698-699..NM 1.25
700..NM
(Deluxe Edition) 3.95
739..NM 1.50

Detective Comics Annual
(1988-present)
1..NM 3.50
2..VFN+ 2.25
2..VFN+ 2.00
2..NM 2.50
3-4..NM 1.75
4..VFN 1.40
5-6..NM 1.75
7..NM 2.25
9..NM 2.25

Disavowed
(2000-present)
1..NM 2.00
2..NM 2.25

Doctor Fate
(1988-1992)
1..NM 1.00
2-14..NM 0.75
16-31..NM 0.75
33-35..NM 0.75
37..NM 0.75
39..NM 0.75

Doctor Fate (Ltd Series)
(1987 4 Issue Ltd Series)
1-4..NM 1.50

Doctor Fate Annual
(1989)
1..NM 1.25

Doctor Midnite
(1999 3 Issue Ltd Series)
1..NM 3.50

Doom Force Special
(1992 One Shot)
1..NM 1.50

Doom Patrol & Suicide Squad Special
(1988 One Shot)
1 NM 1.25

Doom Patrol (Vol 1)
(1st Series 1964-68, 1973)
86..VG+ 18.75
88..VG+ 15.50
90..VG 12.25
95..VG- 8.40
96..G 5.20
98..G 5.20
100..VG+ 20.00
101..VG 5.80
103..G 3.00
103..VG 5.80
105..VG- 4.80
107..VG+ 6.60
108..G 3.00
110 VG- 4.80
111..FN- 7.50
111..G 3.00
113..FN- 7.50
120..VG 5.20

Doom Patrol, The Official Index
(1986 2 Issue Ltd Series)
1-2..NM 1.75

Doomsday Annual
(1995 One Shot)
1..NM 3.50

Eclipso
(1992-1994)
1-9..NM 1.00

Eclipso Annual
(1993)
1..NM 1.50

Eclipso The Darkness Within
(1992)
1-2..NM 1.50

Eighty Page Giant
(1964-1971)
2..VG- 27.00
4..FN- 33.75
6..FN- 27.00
9..VG 18.00
9..VG+ 20.50
9..VG- 15.25
10..VG 18.00
11..VG+ 20.50
13..G+ 11.50
13..VG 18.00

Elongated Man
(1991-1992 4 Issue Ltd Series)
1..NM 0.75

Elseworlds Finest
(1997 1-2)
1-2..NM 3.95

Eradicator
(1996 3 issue Ltd Series)
2..NM 1.25

Extreme Justice
(1995-1996)
0..NM 1.75
3-4..NM 1.25
11-12..NM 1.25
16-18..NM 1.25

Fanboy
(1999 4 Issue Ltd Series)
1..NM 1.75

Fate
(1994-1996)
2-18..NM 1.50
22..NM 1.50

Fighting American
(1994 6 Issue Ltd Series)
4-5..NM 0.75

Firebrand
(1996)
1-2..NM 1.25

Firestorm, Fury of
(1982-1990)
6-7..NM 1.00
13, 15, 18-23..NM 0.80
24..NM 1.50
25-26, 29-33..NM 0.80
35-49 NM 0.80
50..VFN 1.00
51-58 NM 0.80
59..VFN- 0.60
60-62, 64-69, 80..NM0.80

Firestorm, The Fury of Annual
(1983-1987)
1..NM 1.25
3-4..NM 1.25

Flash #123 Millenium Edition
(2000 One Shot)
1..NM 2.25

Flash & Green Lantern: The Brave & the Bold
(1999-2000 6 Issue Ltd Series)
1-5..NM 2.00

Flash (Vol 1)
(1959-1985 1st Series)
113..G 30.00
116..VG 37.50
127..FN- 26.50
132..FN+ 34.25
132..FN- 24.50
134..FN+ 34.25
135..VG+ 21.25
136..VG- 15.50
137..G+ 26.50
139..VG+
(1st Prof Zoom) 26.25
139..G+
(1st Prof Zoom) 15.00
139..G-
(1st Prof Zoom) 8.80
140..VG-
(1st Heatwave) 15.50
141..VG+ 13.00
141..G 6.00
142..VG- 9.50
144..G+ 7.60
147..VG 11.50
148..FN 17.00
148..VG- 9.50
148..G+ 7.60
148..VG+ 13.00
150..VG- 9.50
151..FN 17.00
152..VG 7.90
152..VG- 6.60
153..FN+ 13.75
155..FN- 9.75
157..VG+ 8.50
157..VG- 6.20
164..G- 2.30
166..G- 2.30
167..VG+ 6.90
170..VG 5.80
170..VG- 4.80
173..VG 4.60
179..VG 6.90
179..VG- 7.20
190..VG+ 4.40
193..VG+ 4.00
193..VG- 2.40
195..FN 4.80
220..VG+ 2.50
226..FN+ 4.90
226..VFN- 4.90
232..FN (100 pages) 5.10
233..FN+ 2.10
274..FN+ 1.05
279..FN+ 1.05
284..NM 1.50
288..FN+ 1.05
288..VFN 1.20
289..NM 2.50
291..VG 0.60
293..FN+ 1.05
293-294..NM 1.50
295-296..NM 1.25
296..VFN 1.00
297..NM 1.25
301..NM 1.25
312..VFN 1.00
317-318..VFN- 0.90
317..NM 1.25
330..NM 1.25
334..NM 1.25

Flash (Vol 2)
(1987-present 2nd Series)
1..NM 3.50
2..NM 2.00
2..VFN- 1.40
3..NM 1.50
5-7..NM 1.25
7..VFN+ 1.00
10-12..NM 1.25
15-18..NM 1.25
20-22..NM 1.25
24-28..NM 1.25
30..VG+ 0.60
31..NM 1.25
35-38..NM 1.25
40-41..NM 1.25
43..NM 1.25
45..NM 1.25
45..VFN 1.00
48..NM 1.25
49..VFN 0.90
50..NM 2.00
51-55..NM 1.25
56..FN+ 0.80
56..NM 1.25
56..VFN 1.00
57..NM 1.25
58..FN+ 0.85
58-59..NM 1.25
68..NM 1.25
71..NM 1.25
74..NM 1.25
77-78..NM 1.25
80..NM 2.00
81..NM 1.25
83-88..NM 1.25
91..NM 1.25
92..NM 4.50
99..NM 1.75
101-102..NM 1.25
104-106..NM 1.25
106..NM- 1.10
107 NM 1.25
122..NM 1.25
124..NM 1.25

Flash Annual
(1987-present)
1-6..NM 1.50
7..NM 1.75
8, 11-12..NM 2.50

Flash Annual (Vol 1)
(1963 One Shot)
1..VG 48.00

Flash Special
(1990 One Shot)
1..NM 3.00

Flashpoint
(1999 3 Issue Ltd Series)
1-2..NM 2.50

Flintstones & the Jetsons
(1997-present)
2..NM 1.25
5-19..NM 1.25

Forever People, The
(1971-1972)
3..FN+ 6.50
3..VFN+ 8.00
5..VFN 7.50
6..VFN+ 5.60
8..NM 7.00

Giant Superman Annual Replica Edition
(1998 One Shot)
1..NM 3.50

Giantkiller
(1999 6 Issue Ltd Series)
3..NM 2.00

Gilgamesh II
(1989 4 Issue Ltd Series)
2-4..NM 2.00

Green Arrow
(1988-present)
5..NM 1.50
15..NM 1.25
17..NM 1.00
20..NM 1.00
25-34..NM 1.00
39..NM 1.00
43..NM 1.00
45..NM 1.00
48-49..NM 1.00
50..NM 1.50
51-53..NM 1.00
55-57..NM 1.00
67..NM 1.00
72-73..NM 1.00
75..NM 1.50
76-82..NM 1.00
96..NM 1.25
112..NM 1.25

Green Arrow
(1983 4 Issue Ltd Series)
2, 4..NM 1.25

Green Arrow Annual
(1988-present)
1..NM 2.00

Green Arrow: The Longbow Hunters
(1987 3 Issue Ltd Series)
3..NM 2.50

Green Arrow: The Wonder Year
(1993 4 Issue Ltd Series)
1, 3..NM 1.25
4..VFN+ 1.00

Green Lantern
(1960-1972, 1976-1988 2nd Series)
9..VG- 32.25
10..VG+ 44.50
11..VG 29.00
12..VG+ 33.00
13..VG
(Flash app.) 33.25
14..FN+ 47.50
15..VG+ 29.50
16..FN+
(1st Star Sapphire) ..53.00
17..VFN- 43.25
18..VG+ 23.00
19..FN- 23.00
23..FN+ 33.00
24..VG 18.00
25..VG- 16.50
25..FN- 20.75
25..VG+ 18.00
27..VG+ 15.50
28..FN+ 25.00
28..FN- 18.00
30..FN- 18.00
30..VG+ 15.50
31..FN- 15.00
31..VFN- 24.75
32..VG 16.00
33..G+ 7.60
33..G+ 10.00
33..VFN- 24.75
34..VFN 28.75
35..VFN- 24.75
37..G- 6.00
37..VFN 28.75
38..G- 6.00
38..VFN- 24.75
38..VG+ 13.00
43..G+ 6.50
44..G+ 4.90
44..VFN- 16.00
47..FN 11.00
47..FN+ 13.75
47..G+ 6.50
48..G+ 4.70
48..VFN+ 20.25
49..G+ 5.00
55..VG- 6.30
56-57..FN- 6.20
57..VG+ 5.40
58..FN+ 8.70
64..FN- 5.50
65..VG 3.85
68..VG- 2.55
71..VG 2.95
72..VG 2.45
74..VG 2.45
82..FN- 6.80
97..NM 2.00
97..VFN 1.50
102..VFN- 1.10
103..NM 1.50
103..VG 0.60
104..VFN- 1.05
104..VG 0.60
105..VFN 1.20
106..NM 1.50
106..VFN+ 1.35
108..VG 1.00
111..VG+ 0.75
114..VG+ 0.60
116..FN 2.60
119..VFN+ 1.10
123..VFN- 1.10
124..NM 1.25
125..FN+ 0.85
125..VFN+ 1.10
126..VFN- 0.90
126..NM 1.25
129..NM 1.25
129..VFN 1.00
130..VFN- 0.90
131-133..NM 1.25
133..VFN 1.00
135-136..NM 1.25
136..VFN- 0.90
137..NM 1.25
137..VFN 1.00
137..VFN+ 1.10
138..VFN- 0.90
138..VFN 1.00
139-140..NM 1.25
140..VFN 1.00
140..VFN- 0.90
142..NM 1.25
144..NM 1.25
144..VFN 1.00
145..NM 1.25
146..VFN 1.00
147..NM 1.25
147..VFN+ 1.10
148..NM 1.25
148..VFN- 0.85
149..NM 1.25
151-154..NM 1.00
155..VFN 0.80
156-157..NM 1.00
158-159..NM 1.00
158..FN+ 0.70
161..NM 1.00
161..VFN 0.80
162-165..NM 1.00
166..VFN 0.80
167-172..NM 1.00
173..VFN- 0.70
174..NM 1.00
174..VFN- 0.75
176..NM 1.00
184..VFN 0.80
186..VFN- 0.75
186..NM- 0.90
187..NM 1.00
189..NM 1.00
199..NM 1.25
201-203..NM 1.00
203..VFN 0.80
204-208..NM 1.00
210-211..NM 1.00
213-216..NM 1.00
220-222..NM 1.00
224..NM 1.50

Green Lantern
(1990-present, 3rd Series)
1..NM 2.50
2..NM 1.50
3-6..NM 1.25
6..VFN+ 1.00
7-10..NM 1.25
11-12..NM 1.00
14-18..NM 1.00
20-24..NM 1.00
26-33..NM 1.00
35-39..NM 1.00
41..NM 1.00
51..NM 1.50
52..NM 1.25
54..NM 1.25
58-60..NM 1.00
66-67..NM 1.00
79-80..NM 1.25
88..NM 1.25
91..NM 1.50
92..MINT 2.25
110..NM 1.50
114..NM 1.50
120-124..NM 1.50

Green Lantern Annual
(1992-present)
1-2, 5, 7-8..NM 1.75

Green Lantern Corps Quarterly
(1992-1994)
1-2..NM 1.75
4..NM 1.75

Green Lantern Corps, Tales of the
(1981 3 Issue Ltd Series)
1-3..NM 1.25

Green Lantern: Emerald Dawn
(1989-1990 6 Issue Ltd Series)
1..NM 2.00
2-4..NM 1.50
4..VFN 1.20
5-6..NM 1.50

Green Lantern: Emerald Dawn II
(1991 6 Issue Ltd Series)
1-6..NM 1.25

Green Lantern: Mosaic
(1992-1993)
1..NM 1.00
2-7, 9-14, 17..NM 0.75

Gross Point
(1997)
1-3..NM 1.25

Guardians of Metropolis, The
(1994-1995 4 Issue Ltd Series)
1..NM 0.75
1..VFN- 0.50
2-4..NM 0.75

Gunfire
(1994-1995)
4-6..NM 1.00
8-11..NM 1.00

Guns of the Dragon
(1998 4 Issue Ltd Series)
2-3..NM 2.00

Guy Gardner
(1994-1996)
1..NM 1.50
2-14..NM 1.00
16..NM 1.00
25..VFN 1.10
35..NM 1.25

Guy Gardner Reborn
(1992 3 Issue Ltd Series)
1-2..NM 3.50

Hardcore Station
(1998 6 Issue Ltd Series)
2..NM 1.75
4..NM 1.75

Hawk & Dove (1988-89 Ltd)
(1988-1989 5 Issue Ltd Series)
1..NM 2.00
1..VFN- 1.40
2-5..NM 1.50

Hawk & Dove Annual
(1990-1991)
1-2..NM 1.75

Hawk & Dove, The (Vol 2)
(1989-1991 2nd Series)
1-11..NM 0.75
13-24..NM 0.75
25..NM 1.25
26-27..NM 0.75

Hawk and the Dove, The
(1968-1969)
3..VG+ 7.20
4..VG 5.20

Hawkman (Vol 1)
(1st Series, 1964-1968)
4..VG- 16.75
5..VG+ 14.00
11..G 4.50
12..G+ 5.00
17..FN 10.50
20..FN+ 11.25

Hawkman (Vol 2)
(1986-1987 2nd Series)
1..NM 1.00
2-17..NM 0.75

Hawkman (Vol 3)
(1993-1996 3rd Series)
0..NM 1.75
2-18, 20..NM 1.25
21, 24-25..NM 1.50
28..NM 1.50
31..NM 1.50

Hawkman Annual
(1993-1994)
1-2..NM 2.50

Hawkman Special
(1986 One Shot)
1..NM 1.00

Hawkman, Shadow War of
(1985 4 Issue Ltd Series)
1..NM 0.75
2..FN+ 0.50

Hawkworld
(1989 3 Issue Ltd Series)
1..NM 3.00
2..FN+ 2.10
2-3..NM 3.00

Hawkworld
(1990-1993)
1..NM 1.75
2..NM 1.25
4..NM 1.25
5-32..NM 1.00

Hawkworld Annual
(1990-1992)
1-3..NM 1.75

Heroes Against Hunger
(1986 One Shot)
1..NM 1.25
1..VFN 1.00
1..VG 0.50

Hex
(1985-1987)
5..NM 1.25

Hitman
(1996-present)
4-5..NM 3.00
6..NM 1.75
8-9..NM 1.50
10..FN- 0.80
10-11..NM 1.50
13..NM 1.50
18..NM 1.50
39..NM 1.75
44..NM 1.75
47-48..NM 1.75

Hourman
(1999-present)
2..NM 2.00
10..NM 2.00
12-14..NM 2.00

House of Mystery
(1951-1983)
77..G 11.00
150..G+ 11.25
154..VG+ 22.50
170..VG- 8.20
173..VG- 8.20
185..NM- 7.20
188..NM- 6.30
189..NM 6.00
191..NM- 6.30
193..NM 4.50
200..NM 7.50

House of Secrets (Vol 1)
(1956-1978)
72-73..VG- 6.90
72..FN 13.75
75..VG+ 11.50
84..VFN- 3.15
85..VFN+ 4.40
85..VG+ 2.20
87..NM 6.00
90..VFN 5.20

Huntress
(1989-1990)
2..NM 1.00
4..NM 0.75
8..NM 0.75

Impulse
(1995-present)
14-15..NM 1.25
20-21..NM 1.25
33..NM 1.25
37-38..NM 1.50
49..NM 1.50
54..NM 1.50
55..NM 2.00
57..NM 1.50
60..NM 1.50

Impulse Annual
(1996-present)
2..NM 2.95

Impulse Bart Saves the Universe
(1999 One Shot)
1..NM 4.50

Inferno
(1997-98 4 Issue Ltd Series)
1..NM 2.00
2..NM 1.75
3-4..NM 1.50

Infinity Inc
(1984-1988)
26..NM 1.50
49..NM 1.25

Invasion!
(1988-1989 3 Issue Ltd Series)
1..NM 2.50

Ironwolf
(1986)
1..NM 2.00

Jack Kirbys Fourth World
(1997-present)
1..NM 1.50

Jack Kirbys Fourth World Gallery
(1996 One Shot)
1..NM 2.25

Jimmy Olsen, Supermans Pal
(1954-1974)
49..VG 13.75
78..G 2.20
81-83..VG- 2.55
86..VG+ 3.20
90..VG 2.30
91..FN 4.20
91..VG- 2.10
128..VG+ 1.00
143..VFN- 2.80
153..FN+ 1.30
158..VG- 0.60
159..FN 1.20
162..VG 0.70

JLA
(1996-present)
5..NM 5.00
6..NM 3.50
8..NM 2.50
10..NM 2.50
12..NM 2.00
13..NM 1.50
15..NM 2.50
21..NM 1.50
26..NM 3.00
34..NM 1.50
40..NM 1.50

JLA Annual
(1996-present)
1..NM 2.95
3..NM 2.95

JLA Millennium Edition #1
(2000 One Shot)
1..NM 2.00

JLA Pardise Lost
(1997 3 issue Ltd series)
2..NM 1.50

JLA Secret Files
(1997)
2..NM 3.50

JLA Tomorrow Woman
(1998 One Shot)
1..NM 1.75

JLA/WildCATS
(1997 One Shot)
1..NM 4.95

Jonny Double
(1998 4 Issue Ltd Series)
2-3..NM 1.75

Judge Dredd
(1994-1996)
2..NM 1.50
4-9..NM 1.50
10..VFN- 1.05
11-12..NM 1.50
16..NM 1.50

Judge Dredd: Legends of the Law
(1994-1995)
3-10..NM 1.50

Justice League
(1987-1996)
0..NM 1.75
1..VFN+ 3.60
1..NM 4.00
2..NM 2.50
3..FN 1.30
3..NM 2.00
3..VFN 1.60
4..NM 2.00

6..NM 1.50
7..NM 2.00
8..NM 1.50
11-15..NM 1.25
16..VFN 1.00
16..VFN- 0.85
17-20..NM 1.25
21..NM 1.00
22..FN+ 0.65
22-23..NM 1.00
25-32..NM 1.00
32..VFN- 0.75
33-37..NM 1.00
38..VFN 0.75
38..VFN- 0.70
39-40..NM 1.00
40..VFN 0.75
41-46..NM 1.00
46..VFN- 0.70
47-49..NM 1.00
50..NM 2.25
51-52..NM 1.00
53..NM 1.00
53..FN+ 0.70
55-58..NM 1.00
58..VFN- 0.70
59-68..NM 1.00
69-70..NM 2.50
70..VFN+ (2nd Printing) 0.80
75..VFN- 0.70
76-78..NM 1.00
80-84..NM 1.00
86..NM 1.00
88..NM 1.00
95-98..NM 1.00
100..NM 2.00
100..NM (Holographics cover) 2.75
103..NM 1.00

Justice League Annual
(1987-1996)
1..NM 1.25
1..VFN+ 1.00
2..NM 1.50
2..VFN 1.20
3-5..NM 1.25
6..NM 1.50

Justice League Europe
(1989-1994)
1..NM 1.25
2-3..NM 1.00
3..VFN 0.80
4-6..NM 1.00
6..VFN 0.80
7-14..NM 1.00
14..VFN 0.80
15-18..NM 1.00
18..VFN 0.80
19..VFN 0.75
19..NM 1.00
20-21..NM 1.00
22..NM 0.80
22..VFN- 0.55
23-42..NM 0.80
42..VFN+ 0.70
43-49..NM 0.80
50..NM 1.50
51-62..NM 0.80
63-65..NM 1.00

Justice League Europe Annual
(1990-1994)
1-3..NM 1.50
3..VFN 1.20
4..NM 1.50

Justice League International Special
(1990-1991)
1-2..NM 1.50

Justice League of America (Vol 1)
(1960-1987 1st Series)
11..FN 57.00
19..G 15.00
20..G+ 14.25
21..G+ (1st Silver Age JSA) 29.75
30..VG+ 16.00
32..G+ 4.35
32..VG+ 7.50
33..VG 6.60
35-36..VG- 5.00
40..VG 6.00
41..G+ 5.20
45..VG- 3.75
62..VFN 7.50
119..VG 1.20
130..VFN 2.00
130..VG+ 1.25
130..VFN- 1.85
131..VFN+ 2.25
152..FN+ 1.75
152..VFN- 1.85
152..VFN- (52 pages) 2.60
154..VFN- 1.85
156..VFN- (52 pages) 2.60
162..FN+ 1.20
163..VFN+ 1.55
164..VG- 0.50
165..VFN 1.40
169..VG 0.70
173..FN+ 1.20
175..FN+ 1.20
175..NM 1.75
177..VFN 1.40
180..FN+ 1.20
182..VFN+ 1.35
186..VFN- 1.10
188..NM 1.50
188..VFN+ 1.35
189..NM 1.50
189..VFN- 1.05
194..FN+ 1.05
194..VFN- 1.10
196..VFN+ 1.35
198-199..NM 1.50
198..FN+ 1.05
201..NM 1.25
203..VFN 1.00
204..NM 1.25
205..VFN+ 1.10
206..NM 1.25
206..VFN 1.00
210-212..NM 1.25
212..VFN 0.90
213-215..NM 1.25
215..VFN- 0.85
215..VFN- 0.90
216..NM 1.25
216..VFN 1.00
218..NM 1.25
219..FN 0.80
219-220..NM 1.25
221..NM 1.00
225..FN 0.65
225..NM 1.00
226..FN+ 0.70
226-227..NM 1.00
229-230..NM 1.00
233..FN 0.65
233..NM 1.00
233..VFN- 0.75
234..FN+ 0.70
235..NM 1.00
235..FN 0.65
235..FN+ 0.70
236..VG 0.40
242..VFN 0.80
245..NM 1.00
251..VFN 0.80
252..VFN+ 0.90
253..NM 1.00
255..VFN+ 0.90
256-258..NM 1.00
261..NM 1.75

Justice League of America Annual
(1983-1985)
1..VFN- 1.10

Justice League of America Super Spectacular
(1999 One Shot)
1..NM 4.95

Justice League Quarterly
(1990-1994)
1-3..NM 2.00
3..VFN 1.50
5..NM 2.00
5..VFN+ 1.80
6-12..NM 2.00
15-16..NM 2.00

Justice League Spectacular
(1992 One Shot)
1..NM 1.50
1..VFN- 1.05

Justice League Task Force
(1994-1996)
1..NM 1.50
2-5..NM 1.00
7-8..NM 1.00
8..VFN+ 0.90
9-11..NM 1.00
12..FN+ 0.65
15-16..NM 1.00
19..NM 1.00
19..VFN 0.80
20-22..NM 1.00
27-29..NM 1.00
35..VFN- 0.70
36..NM 1.00

Justice Society of America
(1992-1993)
1..NM 1.25
2-8..NM 1.00
9..VFN 0.80
10..NM 1.00

Justice Society of America (Ltd Series)
(1991 8 Issue Ltd Series)
1-8..NM 0.80

Kamandi: At Earth's End
(1993 Six Issue Mini Series)
1-4..NM 1.50

Kents
(1997-98 12 Issue Ltd Series)
1..NM 2.00
2..NM 1.75
6-7..NM 1.75

Kid Eternity (Ltd 1991)
(1991 3 Issue Ltd Series)
1..NM 3.50

Kingdom
(1998 2 Issue Ltd Series)
1-2..NM 2.25

Kingdom Come
(1996 4 Issue Ltd Series)
1..NM 5.00

Kingdom Offspring
(1998 One Shot)
1..NM 1.75

Kingdom Planet Krypton
(1998 One Shot)
1..NM 1.75

Kingdom Son of the Bat
(1998 One Shot)
1..NM 1.75

Krypton Chronicles
(1981 3 Issue Ltd Series)
1-2..NM 1.00

LAW (Living Assault Weapons)
(1999-2000 6 Issue Ltd Series)
5-6..NM 2.00

Legends
(1986-1987 6 Issue Ltd Series)
1-4..NM 1.25
4..VFN- 0.90
5..NM 1.25
5..VFN+ 1.10
5..VFN- 0.85
6..FN+ 1.75
6..NM- 2.25

Legends of the DC Universe
(1997-present)
1..NM 1.75
3..NM 1.75
19-21..NM 1.50
27..NM 1.50

Legends of the Legion
(1997)
1-4..NM 1.75

LEGION 89 (-94)
(1989-1994)
1..NM 1.50
2-22..NM 1.25
23..NM 1.75
25-49..NM 1.25
50..NM 1.75
51-69..NM 1.25

LEGION 89 (-94) Annual
(1990-1994)
1..NM 2.50
2-3..NM 1.50
5..NM 2.00

Legion of Super-Heroes (Vol 1)
(1980-1987 1st Series)
284..VFN 0.75
286-287..VFN- 1.40
288..VFN+ 1.10
296..FN+ 0.65
297-299..NM 1.00
301-303..NM 1.00
304..FN- 0.50
305-306..NM 1.00
312..VG+ 0.50
313..NM 1.00
314..VFN 0.80
316-318..NM 0.75
320-321..NM 0.75
324..NM 0.75
326-328..NM 0.75
335..NM 0.75
337..NM 0.75

Legion of Super-Heroes (Vol 2)
(1984-1989 2nd Series)
1..VFN- 1.85
3..NM 1.50
4..NM 1.25
4..VG 0.50
5-12..NM 1.25
15..NM 1.25
24..NM 1.25
27-29..NM 1.25
41..NM 1.25
44..NM 1.25
48..NM 1.25
51..NM 1.25
57-59..NM 1.25
61-63..NM 1.25

Legion of Super-Heroes (Vol 3)
(1989-present, 3rd Series)
0..NM 2.25
1-2..NM 1.50
3-49..NM 1.25
50..NM 1.75
51-53..NM 1.25
54..NM 1.75
55-61..NM 1.25
63-66..NM 1.25
69..NM 1.25
73..NM 1.25
74-75..NM 1.50
82-99..NM 1.50
101..NM 1.50
102-114..NM 1.75
117-118..NM 1.75

Legion of Super-Heroes Annual (Vol 1)
(1982-1987 1st Series)
1..VFN+ 2.00
1..NM- 2.25
2..NM 1.50
3-4..NM 1.25

Legion of Super-Heroes Annual (Vol 3)
(1989-present, 3rd Series)
1-3..NM 2.50
4..NM 2.00

Legion Science Police
(1998 4 Issue Ltd Series)
1-4..NM 2.00

Legion: Secret Files
(1997)
2..NM 3.50

Legionnaires
(1993-present)
1..NM 1.50
2-7..NM 1.25
7..VFN 1.00
8-11..NM 1.25
12-17..NM 1.00
18..NM 1.50
18..VFN- 1.05
20-25..NM 1.00
28..NM 1.00
32-33..NM 1.50
38..NM 1.50
41-45..NM 1.50
47-49..NM 1.50
50..NM 2.50
51-54..NM 1.50
55-57..NM 1.25
58-65..NM 1.50
67..NM 1.50
68-70..NM 1.75
73-75..NM 1.75
77..NM 1.75

Legionnaires Annual
(1993-present)
1..NM 2.00

Legionnaires Three
(1986 4 Issue Ltd Series)
1-2..NM 0.75

Lobo
(1993-1999)
2..NM 1.75
3-7..NM 1.50
7..NM- 1.35
8..NM 1.50
9..MINT 2.25
10-16..NM 1.50
18-25..NM 1.50
27-28..NM 1.50
31-32..NM 1.50
34-36..NM 1.50
47-48..NM 1.75
52..NM 1.75
58-62..NM 1.75

Lobo (Ltd)
(1990-1991 4 Issue Ltd Series)
1..NM 3.00

Lobo Annual
(1993-1995)
1..VFN+ 2.25
1..NM 2.50
2..NM 2.50

Lobo Gallery
(1995 One Shot)
1..NM 2.50

Lobo/Deadman: The Brave & The Bald
(1995 One Shot)
1..NM 2.50

Lobo: A Contract on Gawd
(1994 4 Issue Ltd Series)
4..NM 1.50

Lobo: Blazing Chain of Love
(1992 One Shot)
1..NM 1.50

Lobo: Death & Taxes
(1996 4 issue Ltd Series))
2-4..NM 2.00

Lobo: I Quit
(1995 One Shot)
1..NM 1.75

Lobo: In the Chair
(1994 One Shot)
1..NM 1.50

Lobo: Infanticide
(1992-1993 4 Issue Ltd Series)
1-3..NM 1.50
1-4..NM 1.50

Lobo: Unamerican Gladiators
(1993 4 Issue Ltd Series)
1-3..NM 1.50

Lobos Back
(1992 4 Issue Ltd Series)
1-4..NM 1.75

Lois Lane, Superman,s Girl Friend
(1958-1974)
53..FN 8.60
57..VG 4.70
58..FN- 6.20
61..G 2.60
64..FN 6.00
67..FN- 5.30
67..G 2.10
67..VG 4.05
70..VG (1st Silver Age Catwoman) 29.00
109..VG- 1.05
110..VFN- 2.15
126..VG- 0.90

Loose Cannon
(1995 4 Issue Ltd Series)
1-4..NM 1.25

Man of Steel, The
(1986 6 Issue Ltd Series)
1-4, 6..NM 1.25
6..NM 1.25

Man-Bat
(1975-76)
1..FN 4.20
2..VFN+ 4.90

Man-Bat (Ltd 1996)
(1996 3 Issue Ltd Series)
1..NM 1.50

Manhunter (Vol 2)
(1988-1990 2nd Series)
5..NM 0.80
7..NM 0.80
10-16..NM 0.80
18-19..NM 0.80
21-24..NM 0.80

Manhunter (Vol 3)
(1994-1995 3rd Series)
1-6..NM 1.25
6..VFN 1.00
7-10..NM 1.25

Martian Manhunter
(1998-present)
4, 7, 15..NM 2.00

Martian Manhunter
(1988 4 Issue Ltd Series)
1-4..NM 1.00

Martian Manhunter: American Secrets
(1992 3 Issue Ltd Series)
1..VFN 2.25
2..VFN- 2.10

Menz Insana
(1997 one shot)
1..NM 5.95

Metal Men
(1963-1970, 1976-1978)
4..FAIR 2.70
5..G 5.80
6..FN+ 13.25
7..G+ 4.70
8..VG 6.00
9..G+ 4.70
11-13..VG- 3.95
14..VG+ 5.40
16-17..VG 4.70
17..VG+ 8.20
18..G+ 3.10
19..VG 4.70
20..VG- 3.95
22..G+ 2.35
22..VG+ 6.20
23..VG 3.60
24..G+ 2.35
26..VG+ 4.10
27..G+ 2.65
28..VG 3.00
29..FN+ 6.50
31..VG 3.50
33..VG+ 4.00
34..VG 3.00
35..VG- 2.40
36..FN 4.00
40..FN- 3.50
42..VG+ 1.60
43..G+ 1.00
45..FN+ 2.60
47..VG 1.50

Metal Men
(1993-1994 4 Issue Ltd Series)
1..NM 1.50
2, 4..NM 1.25

Metamorpho
(1965-1968)
2..FN+ 24.50
2..VG 8.40
3..VG 7.20
6..VG 4.35
6..VG+ 7.50
7..VG+ 4.10
8..FN- 4.70
9..FN+ 6.60
10..VFN+ (1st Element Girl) 13.50
12..VG 3.00
17..FN+ 7.00

Metamorpho
(1993 4 Issue Ltd Series)
2..NM 1.00
4..NM 1.00

Metropolis S.C.U.
(1994-1995 4 Issue Ltd Series)
1-4..NM 1.00

Michael Moorcocks Multiverse
('97 12 Issue Ltd Series)
1-3, 10-12..NM 1.75

Millennium
(1988 8 Issue Ltd Series)
1-4..NM 0.80

Mister E
(1991 4 Issue Ltd Series)
1, 3-4..NM 1.50

Mister Miracle
(1971-1974, 1977-1978 1st Series)
22..VFN+ 2.25
23..VG+ 1.25
24..VG+ 1.25
24..FN+ 1.75

Mister Miracle
(1989-1991 2nd series)
1-12, 15-24, 26-28 NM 0.80

Mister Miracle
(1996-1997 3rd Series)
1-2..NM 1.50
3..VFN 1.10
5-7..NM 1.50

More Secret Origins 80page Giant Replica Ed
(1999 One Shot)
1..NM 3.95

Ms. Tree Quarterly
(1990-1992)
7..NM 2.00
8..NM 1.75

My Greatest Adventure
(1955-1964)
71..VG 9.50
81..VG+ (2nd Doom Patrol) 28.00
82..VG 23.00
84..G+ 12.50

My Name is Chaos
(1992 4 Issue Ltd Series)
1-3..NM 2.50

Mystery in Space
(1951-1981)
84..VG- 9.00
85..VFN- 23.25
91..G+ 3.80

National Comics One Shot
(1999 One Shot)
1..NM 1.50

Nazz, The
(1990-1991 4 Issue Ltd Series)
1..NM 2.50

New Gods (Vol 1)
(1971-1972, 1977-1978 1st Series)
1..VFN 18.75
4..FN+ 6.50
11..NM- 5.40

New Gods (Vol 2)
(1989-1991 2nd Series)
2-4..NM 1.00
8-11..NM 1.00
13-14..NM 1.00
15-16..NM 0.80
21..NM 0.80
27..NM 0.80

New Gods (Vol 3)
(1995-1997 3rd Series)
1..NM 1.50
12-14..NM 1.25

New Guardians
(1988-1989)
1-12..NM 0.50

New Teen Titans (Vol 1)
(1st Series 1980-1988 Tales of from #41)
6..FN+ 1.60
13..NM 2.50
14..NM 1.50
14..VFN- 1.10
17..NM 1.50
18..VFN 1.20
19..NM 1.50
23..NM 1.25
26..VFN 1.00
27..NM 1.25
29..FN 0.75
33, 37, 41, 45, 46, 51, 53 NM 1.25
54..FN+ 0.85
55..NM 1.25
58..NM 1.00
68-69..NM 1.00
75-76..NM 1.00
85..NM 1.00
88..NM 1.00

New Teen Titans (Vol 2)
(2nd Series 1984-1996 becomes New Titans from #50)
1..VG 0.85
2-3..NM 1.50
8..NM 1.50
13..NM 1.25
28-30..NM 1.25
32..NM 1.25
35..NM 1.25
37..NM 1.25
40-42..NM 1.25
46-48..NM 1.25
48..VFN+ 1.00
49..NM 1.25
52..NM 1.50
53-54..NM 0.95
56-57..NM 1.50
57..VFN 1.25
58-59..NM 1.00
60..NM 1.25
61..NM 2.25
72, 75, 78, 81..NM 2.50
85-87..NM 1.25
88..VFN 1.00
89-90..NM 1.25
93-94..NM 1.25
96..NM 1.25
98..NM 1.25
101-104..NM 1.25
106-108..NM 1.25
110-112..NM 1.25

New Teen Titans Annual (Vol 1)
(1st Series 1982-1985 Tales of from #3)
2..NM 1.25

New Teen Titans Annual (Vol 2)
(2nd Series 1985-1996 becomes New Titans Annual)
1-2..NM 1.75
3-4..NM 1.50
6, 8-9..NM 2.00

New Teen Titans Drug Awareness Campaign
(1983-1985)
1..NM 1.25

New Teen Titans, Tales of the
(1982 4 Issue Ltd Series)
4..NM 1.00

New Years Evil: Body Doubles
(1997 One Shot)
1..NM 1.50

New Years Evil: Dark Nemesis
(1997 One Shot)
1..NM 1.50

New Years Evil: Darkseid
(1997 One Shot)
1..NM 1.50

New Years Evil: Mr Mxyzptlk
(1997 One Shot)
1..NM 1.50

New Years Evil: The Rogues
(1997 One Shot)
1..NM 1.50

Nightforce (Vol 2)
(1996-1997)
1-3..NM 1.75
7..NM 1.75
9..NM 1.75
10..VFN+ 1.55
12..NM 1.75

Nightwing
(1996-present)
42-43..NM 1.50

Omac
(1991-1992 4 Issue Ltd Series)
1..NM 2.50
1..VFN 2.00
1..VFN- 1.75
2-3..NM 2.50

Omac, One Man Army Corps
(1974-1975)
3..VG 1.20
4..FN 2.10
8..FN- 1.75

Omega Men
(1982-1986)
1..NM 1.50
2..NM 1.25
4-8..NM 1.25
11-14..NM 1.00
17-18..NM 1.00
21-22..NM 1.00
22..VFN 0.80
23..NM 1.00
25..NM 1.00
28-32..NM 1.00
36..NM 1.00
38..NM 1.00

Omega Men Annual
(1984-1985)
1..NM 1.25

Our Army at War
(1952-1977)
161..VG 5.60

Our Fighting Forces
(1954-1978)
88..G 1.80
90..VG- 2.70
132..FN- 1.50

Outsiders (Vol 1)
(1985-1988 1st Series)
1..NM 1.25
3-9..NM 1.00
12..NM 1.00
14-15..NM 1.00

Outsiders (Vol 2)
(1993-1995 2nd Series)
0..NM 1.75
1-7..NM 1.25
10-12..NM 1.25
14-18..NM 1.25
22..NM 1.25
23..VFN 1.00

Pinky & the Brain
(1996-present)
2..NM 2.00
7..NM 1.00
19..NM 1.25
21..NM 1.25
24..NM 1.25
27..NM 1.25

Plastic Man
(1966-1986, 1976-1977)
1..FN- 20.00
3..FN- 7.50
4..FN+ 9.75
5..FN 9.00
5..VG 6.00

Power of Shazam
(1994-1999)
1..NM 1.50
2-3..NM 1.25
5-10..NM 1.25
12-22..NM 1.00
24..NM 1.00
28-29..NM 1.00
32..NM 1.25
34..NM 1.25
37..NM 1.50
39..NM 1.50
41..NM 1.50
43..NM 1.50

Primal Force
(1994-1995)
0..NM 1.75
1-5..NM 1.50
5..NM- 1.35
6-14..NM 1.50

Prisoner, The
(1988-1989 4 Issue Squarebound Ltd Series)
1-2..NM 2.50

Psyba Rats
(1995 3 Issue Ltd Series)
1-3..NM 1.25

Psycho
(1991 3 Issue Squarebound Ltd Series)
1..NM 2.50

Question Annual, The
(1988-1989)
1-2..NM 1.50

Question Quarterly, The
(1990-1992)
1..NM 1.50
4-5..NM 1.50

Question, The
(1987-1990)
6-8..NM 1.25
11..NM 1.25
17..NM 1.25
19-20..NM 1.25
21-22..NM 1.00
24..NM 1.00
26-30..NM 1.00
32-36..NM 1.00

R.E.B.E.L.S 94-96
(1994-1996)
0..NM 1.75
1-13..NM 1.25
15-16..NM 1.25

Ragman (Ltd)
(2nd Series 1991-1992)
1-8..NM 1.50

Ragman (Vol 1)
(1976-1977 1st Series)
1..NM 3.00

Ragman: Cry of the Dead
(1993-1994 6 Issue Ltd Series)
1-6..NM 1.00

Ray, The
(1992 6 Issue Ltd Series)
1..NM 2.50
3-6..NM 1.50

Ray, The
(1994-1996 2nd Series)
0..NM 1.75
1..NM (Deluxe Edition) 2.00
2-23..NM 1.25
24..FN+ 0.85
24..NM 1.25
25..NM 2.50
26-27..NM 1.25

Restaurant at the End of the Universe, the
(1995 3 Issue Ltd Series)
2-3..NM 2.50

Resurrection Man
(1997-present)
4..NM 3.50
5-8..NM 1.75
11-13..NM 1.75
19-24..NM 1.75

Rima, The Jungle Girl
(1974-1975)
6..VG- 0.45

Robin
(1993-present)
1..NM (Deluxe Edition) 2.50
15..NM 1.25
15..VFN 0.90
15..VFN+ 1.00
16..NM 1.25
16..VFN- 0.85
17-18..NM 1.25
20-24..NM 1.25
28..NM 1.25
30-31..NM 1.25
34-40..NM 1.25
45..NM 1.25
48-49..NM 1.50
70..NM 1.50

Robin (Ltd)
(1991 5 Issue Ltd Series)
1..NM 2.50
2..NM 1.25
3-5..NM 1.00

Robin 3000
(1993 2 Issue Square Bound Series)
1-2..NM 3.50

Robin Annual
(1992-present)
1-2..NM 1.75
4-5..NM 2.25

Robin II: Jokers Wild
(1991-1992 4 Issue Ltd Series)
1-3..NM 1.00

Robin III: Cry of the Huntress
(1992-1993 6 Issue Ltd Series)
1..NM 1.00
1-3..NM (Poly Bagged) 2.00
5..NM 1.00
5..NM (Poly Bagged) 2.00

Robin Plus
(1997)
2..NM 1.75

Ronin
(1983-1984 6 Issue Ltd Series)
1..VFN- 2.10
2-3..NM 2.50
3..VFN 1.85
4..NM 3.00

S.T.A.R. Corps
(1993-1994 6 Issue Ltd Series)
1-4..NM 1.00
6..NM 1.00

Scare Tactics
(1996-1997)
1..NM 1.50
2-5..NM 1.25
9..NM 1.25

Scarlett
(1993-1994)
8..NM 0.80

Scooby-Doo
(1997-present)
5..NM 1.00
7..NM 1.25
9..NM 1.25
11..NM 1.25
13..NM 1.25
15-16..NM 1.25
19-22..NM 1.25
24..NM 1.25

Sea Devils
(1961-1967)
26..VG- 8.20

Secret Origins (Vol 2)
(1973-1974 2nd Series)
6..VG+ 2.25

Secret Origins (Vol 3)
(1986-1990 3rd Series)
4-5..NM 1.25
8-12..NM 1.25
14..NM 1.25
16..VFN 0.80
16..VFN- 0.75
17-24..NM 1.00
24..VFN 0.80
25-28..NM 1.00
37..NM 1.00
40..VFN 0.80
40..VFN- 0.75
40..NM 1.00
41-43..NM 1.00
45..NM 1.00
45..VFN 0.80
47-49..NM 1.00
49..VFN+ 0.90
50..NM 2.50

Secret Origins Annual
(1987-1989)
1..NM 2.00
1..VFN- 1.40

Secret Origins Special
(1989 One Shot)
1..NM 2.50

Secret Six
(1968-1969)
5..FN- 8.20
7..VFN- 11.25

Secret Society of Super Villains
(1976-1978)
1..VFN 2.40

Sensation Comics One Shot

(1999 One Shot)
1..NM 1.50
Shado: Song of the Dragon
(1991-1992 4 Issue Square Bound Series)
2..NM 2.50
Shadow Strikes!, The
(1989-1992)
1..NM 1.25
2-6..NM 1.00
Skull & Bones
(1992 3 Issue Square Bound Series)
1..NM 2.00
3..NM 2.00
Smash Comics One Shot
(1999 One Shot)
1..NM 1.50
Sovereign Seven
(1995-1998
1..NM 1.50
2-21, 30, 35..NM 1.25
Sovereign Seven Annual
(1995-present)
1..NM 2.50
Sovereign Seven Plus
(1997 One Shot)
1..NM 2.00
Spectre (Vol 2)
(1987-1989 2nd Series)
3-7..NM 0.80
7..VFN 0.60
8-9..NM 0.80
10..VFN- 0.55
11..NM 0.80
13..NM 0.80
15..NM 0.80
18..NM 0.80
20..VFN- 0.55
25..NM 0.80
28-29..NM 0.80
31..NM 0.80
Spectre (Vol 3)
(1992-1997 3rd Series)
1..NM 3.50
8..NM 3.50
9..NM 1.25
10-11..NM 1.75
12..NM 2.50
13..NM 3.50
14-15..NM 1.75
17..NM 2.00
27-28..NM 1.75
37-41..NM 1.75
43-44..NM 1.75
46-47..NM 1.75
49..NM 1.75
50..NM 2.25
52..NM 1.75
Spectre, Wrath of the
(1988 4 Issue Ltd Series)
1-4..NM 2.00
Star Spangled Comics One Shot
(1999 One Shot)
1..NM 1.50
Star Spangled War Stories
(1952-1977)
86..VG 17.25
113..G- 5.50
127..G 7.50
132..VG 14.50
134..VG+ 16.50
135..FN 21.50
141..VG- 8.10
Star Trek (Vol 1)
(1984-1988 1st Series)
14..NM 2.00
24..NM 1.50
28..NM 1.50
38-39..NM 1.50
40..FN+ 1.05
45..NM 1.50
Star Trek (Vol2)
(1989-1996 2nd Series)
1..NM 5.00
4-9..NM 2.00
14..NM 1.75
16..NM 1.75
20..NM 1.75
21-23..NM 1.50
25..NM 1.50
27-31..NM 1.50
33..NM 1.50
38-39..NM 1.50
41..NM 1.50
50..NM 2.50
52-53..NM 1.50
55..VFN 1.20
56..NM 1.50
Showcase #4
(1992)
1..VFN- 0.75
Silver Age Classics: Sugar & Spike #99
(1992)
99..VFN 0.80
Skreemer
(1989 6 Issue Ltd Series)
1..NM 1.25
2-6..NM 1.00
Skull & Bones
(1992 3 Issue Square Bound Series)
1..NM 2.00
3..NM 2.00
Smash Comics One Shot
(1999 One Shot)
1..NM 1.50
Sovereign Seven
(1995-1998
1..NM 1.50
2-21, 30, 35..NM 1.25
Sovereign Seven Annual
(1995-present)
1..NM 2.50
Sovereign Seven Plus
(1997 One Shot)
1..NM 2.00
Spectre (Vol 2)
(1987-1989 2nd Series)
3-7..NM 0.80
7..VFN 0.60
8-9..NM 0.80
10..VFN- 0.55
11..NM 0.80
13..NM 0.80
15..NM 0.80
18..NM 0.80
20..VFN- 0.55
25..NM 0.80
28-29..NM 0.80
31..NM 0.80
Spectre (Vol 3)
(1992-1997 3rd Series)
1..NM 3.50
8..NM 3.50
9..NM 1.25
10-11..NM 1.75
12..NM 2.50
13..NM 3.50
14-15..NM 1.75
17..NM 2.00
27-28..NM 1.75
37-41..NM 1.75
43-44..NM 1.75
46-47..NM 1.75
49..NM 1.75
50..NM 2.25
52..NM 1.75
Spectre, Wrath of the
(1988 4 Issue Ltd Series)
1-4..NM 2.00
Star Spangled Comics One Shot
(1999 One Shot)
1..NM 1.50
Star Spangled War Stories
(1952-1977)
86..VG 17.25
113..G- 5.50
127..G 7.50
132..VG 14.50
134..VG+ 16.50
135..FN 21.50
141..VG- 8.10
Star Trek (Vol 1)
(1984-1988 1st Series)
14..NM 2.00
24..NM 1.50
28..NM 1.50
38-39..NM 1.50
40..FN+ 1.05
45..NM 1.50
Star Trek (Vol2)
(1989-1996 2nd Series)
1..NM 5.00
4-9..NM 2.00
14..NM 1.75
16..NM 1.75
20..NM 1.75
21-23..NM 1.50
25..NM 1.50
27-31..NM 1.50
33..NM 1.50
38-39..NM 1.50
41..NM 1.50
50..NM 2.50
52-53..NM 1.50
55..VFN 1.20
56..NM 1.50
Silver Age Classics: Green Lantern #76
(1992 One Shot)
76..NM 1.00
Silver Age Classics:
61-63..NM 1.50
64..VG+ 0.75
68-70..NM 1.50
76..NM 1.50
78..NM 1.50
Star Trek Annual (2nd)
(1990-1995 2nd Series)
5..NM 2.50
Star Trek Special
(1994-1995)
1..NM 2.50
Star Trek TNG: Perchance to Dream
(1999-2000 4 Issue Ltd Series)
2-4..NM 2.00
Star Trek TNG: The Modala Imperative
(1991 4 Issue Ltd Series)
3-4..NM 1.50
Star Trek, Whos Who in
(1987)
1..NM 2.00
Star Trek: The Next Generation (Ltd)
(1988 6 Issue Ltd Series)
1..VFN 4.80
1..FN+ 4.50
2..NM 3.50
5-6..NM 3.50
Star Trek: The Next Generation (Vol 2)
(1989-1996 2nd Series)
1..NM 6.50
1..VFN+ 5.80
2..NM 4.00
3-5..NM 3.00
6-10..NM 2.50
11-20..NM 2.00
21-23..NM 1.50
25-32..NM 1.50
37-39..NM 1.50
42-46..NM 1.50
53..NM 1.50
63..NM 1.50
Star Trek: The Next Generation Annual
(1990-1995 2nd Series)
1-4..NM 2.50
Star Trek: The Next Generation III Wind
(1995-1996 4 Issue Ltd Series)
3..NM 1.50
Star Trek: The Next Generation Shadowheart
(4 Issue Ltd Series)
4..NM 1.50
Starman (Vol 1)
(1988-1992 1st Series)
1-3..NM 0.80
4-13, 15-17, 20-22, 23-29 32-37, 39-41, 43
NM 0.80
Starman (Vol 2)
(1994-present 2nd Series)
1..NM 8.00
9-10..NM 1.75
10..VFN 1.30
12-13..NM 1.75
13..VFN 1.30
14..FN+ 1.10
14-15..NM 1.75
15..VFN 1.30
16..NM 1.75
20..FN 1.05
20-22..NM 1.75
24..NM 1.75
26..NM 1.75
29..NM 1.75
40..NM 2.00
Stars & Stripe
(1999-present)
7-8, 10..NM 2.00
Steel
(1994-present)
0..NM 1.75
1-4..NM 1.50
5-21..NM 1.25
21..VFN- 0.90
22-23..NM 1.25
25-27..NM 1.25
29..NM 1.25
29..VFN 1.00
30-35..NM 1.25
41..NM 1.25
46-49..NM 1.25
51..NM 1.25
Steel Annual
(1994-present)
1-2..NM 2.00
Strange Adventures
(1950-1973)
180..G
(1st Animal Man) 15.50
184..VG-
(2nd Animal Man) 19.50
190..VG-
(1st Animal Man in Costume) 25.50
195..G 9.00
212..VG+ 4.45
Streets
(1993 3 Issue Ltd Series)
1..NM 3.50
Suicide Squad
(1987-1992)
1-3..NM 1.00
4-19, 21, 25, 27, 28, 31-33, 39, 44, 47
NM 0.80
50..NM 1.00
52-53, 55, 56, 58, 61, 62, 65..NM 0.80
Superboy & the Ravers
(1996-1998)
1..NM 1.50
2-8, 11, 15-18..NM 1.25
19..NM 1.50
Superboy (Vol 1)
(1949-1979 1st Series)
95..VG- 7.80
113..VG- 5.40
115..G+ 4.50
116..FN+ 11.50
118..FN- 9.00
120..VG 6.30
124..FN+ 10.25
126..FN+ 11.50
127..FN 7.70
127..VG- 5.40
140..VG 3.85
166..VG+ 3.00
178..VFN- 3.15
179..VG 1.80
239..FN+ 2.25
241..VFN+ 2.80
250..VFN+ 1.35
Superboy (Vol 3)
(1994-present 3rd Series)
1..NM 2.50
2-3..NM 1.50
4-7..NM 1.25
9-22..NM 1.25
23..NM 1.25
24..NM 1.25
25..NM 2.50
26..NM 1.25
31-32..NM 1.25
34-38..NM 1.25
41..NM 1.25
43..NM 1.25
46..NM 1.25
66..NM 1.50
Superboy Annual
(1994-present 3rd Series)
4..NM 2.50
Superboy Plus Slither (1997)
(1997 One Shot)
1-2..NM 2.50
Superboy Risk Double Shot
(1997)
1..NM 2.25
Supergirl
(1996-present)
1..NM 5.00
2..NM 3.50
5..NM 2.00
6, 34, 40..NM 1.50
Superman (Vol 1)
(1939-1986 1st Series, becomes Adventures of)
148..VG- 21.50
172..VG 9.40
174..VG+ 10.50
176..VG 9.40
178..FN+ 15.75
178..VG 9.40
179..G+ 6.10
179..VG- 9.00
180..VG 8.70
181..VG 7.60
184..FN- 10.00
185..VG- 6.30
188..G+ 6.20
188..VG 7.20
188..G+ 4.70
190..VG- 7.50
190..FN- 9.50
191..G 4.70
194..FN 10.00
195..G 4.70
196..VG+ 7.70
198..FN- 8.90
201..G 3.70
204..FN- 7.00
204..VG+ 6.10
206..FN+ 9.20
206..G+ 4.35
206..VFN 12.50
208..FN+ 9.75
208..G 3.70
213..G+ 2.85
214..VFN 11.50
217..FN- 7.90
236..G+ 2.00
243..VG 2.10
277..VFN 1.85
281..VFN 1.85
336..VG- 0.50
337..VG 0.70
339..VG 0.70
341..VFN+ 1.55
342..VG 0.70
343..FN+ 1.20
344..VFN 1.40
345..VFN- 1.30
347..FN+ 1.20
348..VFN 1.40
350..FN+ 1.05
350..NM 1.50
350..VFN 1.20
351..VFN 1.00
351-352..VFN- 0.90
354..FN 0.80
355..NM 1.25
356..FN 0.80
357..VFN+ 1.10
358..VFN 1.00
359..VFN- 0.90
360..VFN 1.00
360..NM 1.25
360..FN+ 0.85
361..VFN- 0.90
362-364..VFN+ 1.10
365-366..VFN 1.00
368..NM 1.25
369..VFN+ 1.10
370..VFN- 0.90
371-372..NM 1.25
373..VFN 1.00
374-376..NM 1.25
376..VFN- 0.90
377..VG 0.50
377..VFN 1.00
378..NM 1.25
381..FN 0.80
382..NM 1.25
383..FN+ 0.85
384-386..NM 1.25
388..NM 1.25
388..VFN- 0.90
389..NM 1.25
389..VFN 1.00
390..NM 1.25
391..FN+ 0.85
392-394..NM 1.25
396..NM 1.25
397..VFN 1.00
398..NM 1.25
406..NM 1.25
410..VFN- 0.90
412..NM 1.25
416-418..NM 1.25
418..VFN+ 1.00
420-421..NM 1.25
Superman (Vol 2)
(1986-present, 2nd Series)
2..NM 1.75
5..NM 1.50
24..NM 1.25
26..VFN 1.00
28-30..NM 1.25
32-34..NM 1.25
34..VFN- 0.90
35..NM 1.25
36..VFN 1.00
37-38..NM 1.25
39..VFN 1.00
39..VFN- 0.85
40-43..NM 1.25
45-48..NM 1.25
49..FN+ 0.80
50..FN+ 1.30
50..FN- 1.10
50..NM 2.00
50..VFN 1.50
51..FN+ 0.80
54..VFN- 0.85
55..NM 1.25
57-58..NM 1.25
59..VFN+ 1.00
60..NM 1.25
61..VFN 1.00
62-63..NM 1.25
63..VFN- 0.85
64..NM 1.25
64..VFN+ 1.00
65-67..NM 1.25
68..FN 0.75
68-72..NM 1.25
74..NM 3.50
75..NM-
(1st Printing) 4.50
75..VFN- 3.50
75..NM
(Poly Bagged) 8.00
75..NM 5.00
76..NM 1.00
77-78..NM 1.25
78..NM
(Deluxe Edition) 2.50
78..VFN+
(Deluxe Edition) 2.25
79-81..NM 1.25
82..NM
(Standard Edition) 1.50
82..NM
(Deluxe Edition) 2.50
84-99..NM 1.25
100..NM
(Deluxe Edition) 3.50
101-116..NM 1.25
118-119..NM 1.25
122..NM 1.25
123..NM 5.00
124..NM 2.00
126..NM 2.00
126..MINT 3.00
127-128..NM 1.50
129..NM 1.25
139-141..NM 1.50
146..NM 1.50
148..NM 1.50
Superman 3D
(1998)
1..NM 3.00
Superman 80 Page Giant
(1998 One Shot)
1-2..NM 3.50
Superman Adventures
(1996-present)
1..NM 2.00
2..NM 1.25
4-6..NM 1.25
11..NM 1.25
13..NM 1.25
17-18..NM 1.25
28..NM 1.50
35..NM 1.50
40..NM 1.50
Superman Adventures Annual
(1996-present)
1..NM 2.95
Superman Annual (Vol 1)
(1960-1986 1st Series)
9..NM 3.00
9..VFN+ 2.70
9..VFN- 2.25
10..VG+ 1.20
12..NM 2.50
Superman Annual (Vol 2)
(1987-present 2nd Series)
1..NM 1.50
3..NM 1.50
5..NM 1.50
6..NM 2.00
9..NM 2.50
11..NM 2.50
Superman Forever
(1998 One Shot)
1..NM 4.95
Superman Gallery, The
(1993 One Shot)
1..NM 1.50
Superman III
(1983 Movie Adaptation)
1..VFN 1.60
Superman Lois Lane
(1998 One Shot)
1..NM 1.75
Superman Plus Legion of Super-Heroes
(1997 One Shot)
1..NM 2.00
Superman Red Superman Blue 3D
(1998 One Shot)
1..NM
(Bagged with glasses & Reprint of 1953 Superman 3D) 3.75
Superman Special
(1983-1985)
3..NM 1.75
Superman Villians Secret Files
(1998)
1..NM 3.95
Superman vs Aliens
(1995 3 Issue Ltd Series)
1..NM 3.50
Superman War of the Worlds
(1998 Elseworlds Special)
1..NM 4.50
Superman, The Legacy of
(1993 One Shot)
1..NM 1.75
Superman/ Doomsday: Hunter Prey
(1994 3 Issue Square Bound Series)
1-3..NM 3.50
Superman/Madman: Hullabaloo!
(1997 3 Issue Ltd Series)
1-3..NM 2.00
Superman/Toyman
(1996 One Shot)
1..NM 1.50
Superman/Wonder Woman: Whom Gods Destroy
(1996-1997 4 Issue Ltd Series)
1-4..NM 3.50
Superman: A Nation Divided
(1998 Elseworlds One Shot)
1..NM 3.50
Superman: At Earths End
(1995 Elseworlds One Shot)
1..NM 3.50
Superman: For Earth
(1991 One Shot)
1..NM 3.50
Superman: King of the World
(1999 One Shot)
1..NM 3.95
Superman: Man of Steel
(1993-present)
0..NM 1.75
2..NM 1.25
5..NM 1.25
5..VFN+ 1.00
6..NM 1.25
7..NM 1.00
8..NM 1.25
8..VFN 0.90
9..NM 1.25
9..VFN 0.90
10..NM 1.00
12-13..NM 1.00
18-19..NM 3.50
20-21..NM 1.00
22..NM 1.50
22..NM
(Deluxe Edition) 2.50
22..VFN+
(Deluxe Edition) 2.25
23-24..NM 1.00
24..VFN 0.80
25..NM 1.00
25..VFN 0.80
27-30..NM 1.00
30..NM 2.50
31-36 NM 1.00
38-42..NM 1.00
42..VFN 0.80
43..NM 1.00
43..VFN 0.80
44..NM 1.00
44..VFN 0.80
45-46..NM 1.00
46..VFN+ 0.90
47..NM 1.00
47..VFN 0.80
48-49..NM 1.00
49..VFN- 0.75
50 VFN- 1.85
50..NM 2.50
51-55..NM 1.00
55..VFN 0.80
56-63..NM 1.00
63 VFN- 0.75
64 NM 1.00
65-70..NM 1.25
70 VFN- 0.85
71..NM 1.25
72-75..NM 1.50
75..VFN 1.10
76..NM 1.50
86..NM 1.50
89-91..NM 1.50
93-95..NM 1.50
Superman: Man of Steel Annual
(1993-present)
1-2..NM 1.75
2..VFN 1.40
4-6..NM 2.00
Superman: Man of Tomorrow
(1995-present)
1..NM 1.75
2-9..NM 1.50
12..NM 1.50
14..NM 1.50
15..NM 2.50
Superman: Save the Planet
(1998 One Shot)
1..NM 3.50
Superman: Secret Files & Origins
(1997, 1999)
1-2..NM 3.50
Superman: The Earth Stealers
(1988 Squarebound One Shot)
1..NM 2.50
Superman: The Secret Years
(1985 4 Issue Ltd Series)
1..NM 1.25
1 VFN- 0.90
3-4..NM 1.25
Superman: The Wedding Album
(1996 Square Bound One Shot)
1..NM 4.95
Supermans Metropolis.
(1997 Elseworlds One Shot)
1..NM 4.95
Supermans Nemesis Lex Luthor
(1999 4 Issue Ltd Series)
1-4..NM 2.00
Supermen of America (Ltd Series)
(2000 6 Issue Ltd Series)
1-2..NM 2.25
Supermen of America (One Shot)
(1999 One Shot)
1..NM 3.95
Talion
(1996-present)
1..NM 1.50
2-7..NM 1.25
Tangent 98: JLA
(1998 One Shot)
1..NM 1.50
Tangent 98: Jokers Wild
(1998 One Shot)
1..NM 1.50
Tangent 98: Nightwing Night Force
(1998 One Shot)
1..NM 1.50
Tangent 98: Powergirl
(1998 One Shot)
1..NM 1.50
Tangent 98: Tales of the Green Lantern
(1998 One Shot)
1..NM 1.50
Tangent 98: Trials of the Flash
(1998 One Shot)
1..NM 1.50
Tangent Comics Green Lantern
(1997 one shot)
1..NM 2.25
Tangent Comics Sea Devils
(1997 one shot)
1..NM 2.25
Team Superman
(1999 One Shot)
1..NM 2.25
Team Titans
(1992-1994)
1..NM 1.00
3..NM 0.80
5-12..NM 0.80
17-18..NM 0.80
20..NM 0.80
Teen Titans (Vol 2)
(1996-1997)
1..NM 2.00
2..NM 1.50
5..NM 1.50
7 NM 1.50
15 NM 1.50
18..NM 1.50
Teen Titans Annual 1967
(1999 Reprint One Shot)
1..NM 3.95
Teen Titans Spotlight
(1986-1988)
1..NM 1.00
1..VFN- 0.75
2-3..NM 1.00
7-11..NM 1.00
18..NM 1.00
21..NM 1.00
Thrilling Comics One Shot
(1999 One Shot)
1..NM 1.50
Thrillkiller: Batgirl & Robin
(1997 3 Issue Ltd Series)
2..NM 1.75
Thunderbolt, Peter Canon
(1992-1993)
1..NM 1.00
3..NM 1.00
7-9..NM 1.00
Timber Wolf
(1992-1993 5 Issue Ltd Series)
1-5..NM 1.00
Time Warp
(1975-1980)
1..VFN- 1.50
Titans
(1999-present)
4-6..NM 2.00
8..NM 2.00
11..NM 2.00
14..NM 2.00
Tom Strong
(1999-present)
1..NM 4.50
2..NM 4.00
7..NM 2.25
Tomorrow Stories
(1999)
1..NM 4.00
2..NM 3.00
3..NM 2.50
4..NM 2.25
Top Ten
(1999-present)
1..NM 4.00
Total Justice
(1996 3 Issue Ltd Series)
2..NM 1.50
Trinity
(1993 2 Issue Ltd Series)
1..NM 1.50
Triumph
(1995 4 Issue Ltd Series)
3-4..NM 1.25
Trouble Magnet
(1999 4 Issue Ltd Series)
2-4..NM 2.00
Uncle Sam
(1997 2 Issue Squarebound Series)
1..NM 5.00
Unexpected
(1968-1982)
147..FN- 1.10
150..FN+ 1.40
V for Vendetta
(1988-1989 10 Issue Ltd Series)
5..NM 1.50
7-10 NM 1.50
20..NM 1.50
Valor
(1992-1994)
1..NM 1.50
2-23..NM 0.80
Vext
(1999-present)
1-4..NM 2.00
Vigilante
(1983-1988)
2-10..NM 1.25
Wanted: The Worlds Most Dangerous Villains
(1972-1973)
7..FN 2.25
War of the Gods
(1991 4 Issue Ltd Series)
1-2 NM 1.00
Wasteland
(1987-1989)
2..NM 1.00
3..FN 0.60
Watchmen
(1986-1987 12 Issue Ltd Series)
1..FN 1.80
1..VFN- 2.25
2..NM 2.00
4-6..NM 2.00
7..NM 2.00
7..VFN- 1.50
7..FN 1.20
8-9..NM 2.00
9..VFN 1.50
10-12..NM 2.00
Weird Worlds
(1972-1974)
9..VFN- 1.75
10..VG 0.85
Weird, The
(1988 4 Issue Limited Series)
1..NM 1.50
3..NM 1.50
Whiz Comics Millennium Edition #2
(2000 One Shot)
1..NM 3.95
Whos Who
(1st Series 1985-1987)
1-2..NM 1.00
3..NM 0.80
5-7..NM 0.80
Wonder Woman (Vol 1)
(1942-1986 1st Series)
281..VFN- 1.05
288..NM 1.25
296..NM 1.25
Wonder Woman (Vol 2)
(1987-present 2nd Series)
2..NM 1.50
9-12..NM 1.00
22..NM 1.00
27..NM 1.00
29..NM 1.00
32..NM 1.00
100..NM 2.50
104..NM 1.25
105-107..NM 1.50
108-111..NM 1.25
113..NM 1.25
155..NM 1.50
Wonder Woman Annual
(1987-present 2nd Series)
5..NM 2.00
Wonder Woman Plus Jesse Quick
(1997 One Shot)
1..NM 2.00
Wonder Woman: Once and Future Story
(1998 One Shot)
1..NM 3.75
World of Krypton, The
(1987-1988 2nd Series)
3..NM 1.00
World of Metropolis, The
(1988 4 Issue Ltd Series)
1..NM 1.00
World Without End
(1990-1991 6 Issue Ltd Series)
1..VFN 1.20
3..VFN 1.20
4..NM 1.50
6..NM 1.50
Worlds Finest
(1941-1986)
127 VG 10.75
128..VG- 9.00
130..VG 9.00
139..VG- 7.80
145..FN+ 11.50
146 VG 6.30
148 FN 9.40
149..G+ 4.15
149..G+ 5.50
152..VFN- 10.00
152..VG 5.70
153..FN+ 8.70
153..FN 8.20
153-154..VG- 3.95
157..VFN- 11.50
162..FN 7.20
164..FN- 6.00
173..VFN- 5.60
174..FN+ 5.20
174..VFN 6.00
200..VFN- 3.50
213-214..VG- 1.05
219..FN 1.35
220..VG 1.00
273..NM 1.75
281..FN+ 1.10
286..NM 1.25

293..VFN 1.00
296-297..NM 1.25
301..NM 1.00
317..NM 1.00

Worlds Finest: Worlds Apart
(1990 3 Issue Square Bound Series)
2..NM 3.00

Xenobrood
(1994-1995 7 Issue Ltd Series)
0..NM 1.75
1-6..NM 1.25

Xero
(1997)
3..NM 1.25
5-6..NM 1.25
8..NM 1.25
11-12..NM 1.25

Young All Stars, The
(1987-1989)
1-8..NM 0.80
19-21..NM 0.80
28-30..NM 0.80

Young Heroes in Love
(1997)
4..NM 1.25
7..NM 1.25
11..NM 1.25

Young Justice
(1998-present)
1..NM 3.50
10..NM 2.00
14..NM 2.00
16-17..NM 2.00
19..NM 2.50

Zatanna
(1993 4 Issue Ltd Series)
1-4..NM 1.25

Zero Hour
(1994 5 Issue Ltd)
1-2..NM 1.50
4..NM 1.50

DC/Helix

Black Lamb
(1997 6 Issue Ltd Series)
1..NM 1.50
4..NM 1.50
6..NM 1.50

Bloody Mary
(1996 4 issue ltd Series)
1-4..NM 1.75

Brainbanx
(1997 6 issue ltd Series)
5-6..NM 1.75

Cyberella
(1996)
1-3..NM 1.50
6..NM 1.50
9..NM 1.50
11..NM 1.50

Dead Corpse
(1998 4 Issue Ltd Series)
3-4..NM 1.75

Gemini Blood
(1996-1997)
1-2..NM 1.50
5-9..NM 1.50

Star Crossed
(1997 3 Issue Ltd Series)
1..NM 1.75
3..NM 1.75

Transmetropolitan
(1997-present)
29..NM 1.75

DC/Matrix

Vermillion
(1996-1997)
1..NM 1.25
4-5..NM 1.25
7-9..NM 1.25

DC/Milestone

Blood Syndicate
(1993-1995)
2-3..NM 1.00
8..NM 1.00
16..NM 1.00
24..NM 1.00
25..NM 1.50

Deathwish
(1994-1995 4 Issue Ltd Series)
2-4..NM 1.50

Hardware
(1993-1997)
1..FN+ 0.95
1..NM 1.50
2..NM 1.00
6-7..NM 1.00
10..NM 1.00
17-22..NM 1.00
26..NM 1.00
32..NM 1.50
34-36..NM 1.50
41-42..NM 1.50
50..NM 2.00

Heroes
(1996)
1-6 NM 1.50

Holocaust
(1995)
2..NM 1.00

Icon
(1993-1997)
1-8..NM 1.00
16..NM 1.00
26..NM 1.00
28..NM 1.00
30-32..NM 1.00

Kobalt
(1994-1995)
1..NM 1.25
2-13..NM 1.00

Long Hot Summer
(1995 3 Issue Ltd Series)
1-3..NM 2.00

Shadow Cabinet
(1994-1995)
1-2..NM 1.50
3-11..NM 1.25

Static
(1993-1997)
16-17..NM 1.00
19..NM 1.00

Xombi
(1994-1996)
0..NM 1.50
0..VFN- 1.10
1-9..NM 1.25
11-12..NM 1.25
14-15..NM 1.25

DC/Vertigo

100 Bullets
(1999-present)
8..NM 2.00

2020 Visions
(1997-present)
1..NM 2.00
2-6..NM 1.75
7..NM 1.50
7-9..NM 1.75
12..NM 1.75

American Freak
(1994 5 Issue Ltd Series))
1-4..NM 1.50

Animal Man
(1988 - 1995)
27-49..NM 1.25
50..NM 2.00
52-53..NM 1.25
55..NM 1.25
57..VFN 1.10
57..NM 1.50
58-73..NM 1.50
75..NM 1.50
77..NM 1.50
79-84..NM 1.50

Arcana Annual
(1994 One Shot)
1..NM 3.95

Battleaxes
(2000 4 Issue Ltd Series)
1..NM 2.00

Black Orchid (Vol 2)
(2nd Series 1993 - 1995)
1-4..NM 1.50
4..VFN 1.10
5-13..NM 1.50
13..VFN 1.10
14-21..NM 1.50
22..VFN- 1.05

Black Orchid Annual
(1993)
1..NM 3.50
1..NM 2.75

Blood & Shadows
(1996 4 Issue Ltd Series)
1-4..NM 4.00

Blood: A Tale (Reprint Series)
(1996 4 Issue Ltd Series)
1-4..NM 2.00

Books of Faerie
(1997 3 Issue Ltd Series)
1-3..NM 2.00

Books of Faerie: Auberons Tale
(1998 3 Issue Ltd Series)
3..NM 2.00

Books of Faerie: Mollys Story
(1999 4 Issue Ltd Series)
2-3 NM 2.00

Books of Magic
(1994-present)
6..NM 2.00
10..NM 1.50
26-27..NM 1.50
29..NM 1.50
31-32..NM 1.50
37..NM 1.50
39 NM 1.50
61-62..NM 1.50
69-72..NM 1.50

Books of Magic Annual
(1997-present)
1..NM 2.75

Chiaroscuro: Private Lives of DaVinci
(1995-1996 10 Issue Ltd Series)
1-2..NM 2.00

Childrens Crusade, The
(1993-94 2 Issue Ltd Series)
1..NM 2.50

Congo Bill
(1999 4 Issue Ltd Series)
4..NM 2.25

Deadenders
(2000)
2..NM 2.00

Death: Talks About Life
(1994)
1..NM 1.25

Death: The High Cost of Living
(1993 3 Issue Limted Series)
1..NM 2.50
1..VFN 1.85
1..VFN- 1.75
3..NM 2.25
3..NM- 2.00

Death: The Time Of Your Life
(1996 3 Issue Ltd Series)
1..NM 2.50
1..VFN+ 2.00

Destiny a chronicle of deaths foretold
(1997 1-3)
1-3..NM 4.95

Dhamphire Stillborn
(1996 One Shot)
1..NM 4.50

Doom Patrol (Vol 2)
(2nd Series 1987 - 1995)
1..NM 1.25
2..VFN+ 0.80
2..VFN- 0.70
2..NM 1.00
3 NM 1.00
3 NM- 0.90
4-12..NM 1.00
12..VFN+ 0.80
13-15..NM 1.00
15..VFN- 0.70
16-17..NM 1.00
17..VFN 0.75
18..NM 1.00
18..VFN+ 0.80
49..NM 1.25
51..NM 1.25
55-56..NM 1.25
64-72..NM 1.50
72..VFN- 1.05
73-75..NM 1.50
75..VFN- 1.05
76-83..NM 1.50
83..VFN+ 1.20
84..NM 1.50
85..FN+ 0.95
85-87..NM 1.50

Doom Patrol Annual
(1988, 1994)
1..NM 1.50

Dreaming, the
(1996-present)
4..NM 2.00
5..NM 1.75
5..NM 1.75
7..NM 1.75
17..NM 1.50
18..NM 1.75
31..NM 3.00
39..NM 1.75
48..NM 1.75

Egypt
(1996-1997 7 Issue Ltd Series)
1-7..NM 2.00

Enigma
(1993 8 Issue Ltd Series)
1..NM 2.50
2-5..NM 2.00
7..NM 2.00

Essential Vertigo: SwampThing
(1996-1998 reprints vertigo Swamp Thing)
1..NM 2.00
2-4..NM 1.50
9..NM 1.50
14..NM 1.25
15-17..NM 1.50
19..NM 1.50
21-23..NM 1.50

Essential Vertigo: The Sandman
(1996-1999 Sandman reprints)
2-11..NM 1.50
12..MINT 2.25
12-19..NM 1.50
21..NM 1.50
25-30..NM 1.50
32..NM 3.50

Extremist, The
(1993 Four Issue Mini Series)
1..NM
(Standard Edition) 1.50
1..NM
(Platinum Edition)..20.00
4..NM 1.50

Faith
(1999-present)
3-4..NM 2.00

Fault Lines
(1997 6 Issue Ltd Series)
1-6..NM 1.50

Finals
(1999 4 Issue Ltd Series)
2..NM 2.00

Flinch
(1999-present)
2..NM 2.00
5..NM 2.00

Four Horsemen
(1999-2000 4 Issue Ltd Series)
1..NM 2.00
3..NM 2.00

Ghostdancing
(1995 Six Issue Mini Series)
1-6..NM 2.00

Gifts of the Night
(1998-1999 4 Issue Ltd Series)
1-3..NM 2.00

Girl
(1996 3 Issue Ltd Series)
2-3..NM 2.00

Heartland
(1997 One Shot)
1..NM 3.95

Heartthrobs
(1998-1999 4 Issue Ltd Series)
1 NM 2.00
2..NM 1.75
3..NM 2.25

Heavy Liquid
(1999-2000 5 Issue Ltd Series)
1-2 NM 4.00
4..NM 4.00

Hellblazer
(1988-present)
1..FN- 5.00
2..NM 6.00
3 VFN- 5.60
14..NM 3.00
16..NM 3.50
18..NM 3.00
18..VFN 2.25
19..NM 3.00
37..VFN- 1.75
46..NM 2.00
48..NM 2.00
61..FN 1.05
62-63..NM 1.75
72..NM 1.75
85-88..NM 1.75
89-91..NM 1.75
89..NM 1.50
93..NM 1.75
95..NM 1.75
99..NM 1.75
100..NM 2.75
102-103..NM 1.75
109-110..NM 1.50
116..NM 1.50
118..NM 1.50
121-122..NM 1.50
123-124..NM 1.75
126-128..NM 1.75
136..NM 1.75
143..NM 1.75

Hellblazer: Special
(1993 One Shot)
1..NM 3.95

House of Secrets (Vol 2)
(1996-present)
1..NM 2.50
2-4..NM 1.50
13..NM 1.50
14-16..NM 1.75
23..NM 1.75
25..NM 1.75

Invisibles (Vol 1)
(1994-1996 1st Series)
7..VFN+ 1.40
22..NM 1.75

Invisibles (Vol 2)
(1997-1998 2nd Series)
6-7..NM 1.50
7..NM 1.75
8..NM 1.50

Invisibles (Vol 3)
(1999 12 Issue Ltd Series)
2-3..NM 1.75

Jonah Hex Shadows West
(1998-1999 3 Issue Ltd Series)
2-3..NM 2.00

Jonah Hex Two Gun Mojo
(1993 5 Issue Ltd Series)
3-4..NM 2.00

Kid Eternity (Vol 2)
(2nd Series 1993 - 1994)
1-16..NM 1.50

Kill Your Boyfriend
(1995 One Shot)
1..NM 4.50

Last One, The
(1993 Six Issue Mini Series)
1..NM 2.00
3-6..NM 2.00

Minx
(1998-present)
2-3..NM 1.75
5-8..NM 1.75

Mobfire
(1994 - 1995 Six Issue Mini Series)
3..NM 2.00
5-6..NM 2.00

Moonshadow
(2nd Series 1994-1995 Twelve Issue Mini Series)
2-6..NM 2.00
6..VFN 1.50
7 NM 2.00
11..NM 2.00

Muktuk Wolfsbreath Hardboiled Shaman
(1998 3 Issue Ltd Series)
1..NM 2.00

Mythos: The Final Tour
(1996-1997 3 Issue Ltd Series)
1-3..NM 4.00

Nevada
(1998 6 Issue Ltd Series)
1-2..NM 2.25
3..NM 2.00
5-6..NM 2.00

Preacher
(1995-present)
1..NM 20.00
2..NM 13.50
3..NM 10.00
4..NM 8.00
5..NM 6.00
6..NM 5.00
7..VFN- 3.50
8-10..NM 3.50
11-12..NM 3.00
12..VG+ 1.20
13..NM 2.50
13..VFN+ 2.00
14..NM 2.50
14..VFN- 1.75
15..NM 2.50
16-18..NM 2.00
18..VG 0.70
19..NM 2.00
19..VFN- 1.40
20..VG+ 0.80
21..FN+ 1.30
21-25..NM 2.00
28..NM 2.00
57..NM 1.75

Preacher Special: Cassidy Blood & Whiskey
(1997 One Shot)
1..VFN- 3.45

Preacher Special: The Story of you know who
(1996 one shot)
1..NM 3.50

Preacher: Tall in the Saddle
(1999 One Shot)
1..NM 4.95

Prez
(1994 One Shot 2nd Series)
1..NM 2.50

Pride & Joy
(1997 4 Issue Ltd Series)
1-4..NM 2.00

Proposition Player
(1999-2000 6 Issue Ltd Series)
1 NM 2.25
3-5..NM 2.25

Sandman Mystery Theatre
(1993-1998)
1-2..NM 2.00
4-12..NM 1.50
14-16..NM 1.50
19-20..NM 1.50
24..VFN 1.10
25-28..NM 1.50
31..NM 1.50
33..NM 1.50
42..NM 1.50
44..VFN- 1.05

Sandman presents: Petrefax
(2000 4 Issue Ltd Series)
2-3..NM 2.00

Sandman, The
(2nd Series 1989-1996)
1..NM 22.00
9-10..NM 4.50
11-13..NM 4.00
14..VFN 3.35
15..NM 3.50
16..VFN- 2.45
35..NM 2.50
43..NM 2.25
47-48..NM 2.25
50..VFN+ 2.25
50..NM 2.50
55..VFN- 1.30
55..NM 1.75
58 NM 1.75
66..NM 1.75

Scarab
(1993-1994 Eight Issue Mini Series)
1..NM 1.50
1..VFN- 1.05
2-8..NM 1.50

Scene of the Crime
(1999 4 Issue Ltd Series)
3..NM 2.00

Sebastian O
(1993 Three Issue Mini Series)
1-2..NM 1.50

Seekers: Into The Mystery
(1996 -1997)
1..NM 2.50
2-9..NM 1.50
9..NM- 1.35
10-11..NM 1.50
15..VFN- 1.20

Shade: The Changing Man (Vol 2)
(1990 -1996 2nd Series)
17..NM 1.50
20..NM 1.50
29..NM 1.50
31..NM 1.50
33..NM 1.50
36..NM 1.50
41..NM 1.50
43-45..NM 1.50
47-49..NM 1.50
50..NM 2.50
52..NM 1.50
55-58..NM 1.50
60-62 NM 1.50
64-70 NM 1.50

Shadows Fall
(1994-1995 Six Issue Mini Series)
1..NM 2.50
4-6..NM 2.50

Skin Graft
(1993 Four Issue Mini Series)
1-4..NM 2.25

Swamp Thing (Vol 2)
(2nd Series 1982-1996)
27..NM 5.50
32..FN 2.25
32..NM 3.50
33..FN+ 2.45
33..NM 3.50
33..VFN 2.80
36..VFN- 2.10
37..FN+ 5.20
37..NM 8.00
37..VFN 6.00
43..NM 2.25
43..VFN+ 2.00
44..NM 2.25
46..VFN 1.60
48..VFN 1.40
48..NM 1.75
52..NM 2.25
55..NM 2.25
59..VFN- 1.10
65..NM 1.50
66..NM 2.50
67..NM 1.25
68..NM 1.00
69..VFN- 1.05
74-75..NM 1.00
78-79..NM 1.00
80..NM 1.25
81-84..NM 1.00
86-87..NM 1.00
88-95..NM 1.50
100..NM 2.00
102-103..NM 1.00
105-109..NM 1.00
111-112..NM 1.00
114-119..NM 1.00
121-122..NM 1.00
124..NM 1.00
127-129..NM 1.00
131-132..NM 1.50
136-137..NM 1.50
139-141..NM 1.50
143-144..NM 1.25
146-148..NM 1.25
152-160..NM 1.50

Swamp Thing Annual
(1982-1993 2nd Series)
3..NM 1.75
4..VFN- 1.65
5-6..NM 2.25
7..NM 2.75

Swamp Thing: Roots
(1998 One Shot)
1..NM 5.50

Swamp Thing (Vol 3)
(2000-present)
1..NM 2.50

Terminal City
(1996-1997 9 Issue Ltd Series)
1..NM 1.75
2-9..NM 1.50

Terminal City Aerial Graffiti
(1997 1-5)
3..NM 1.75
5..NM 1.75

Toxic Gumbo
(1998 One Shot)
1..NM 4.00

Trenchcoat Brigade
(1999 4 Issue Ltd Series)
2-3..NM 2.00

Unseen Hand, The
(1996 4 Issue Ltd Series)
1-4..NM 1.50

Vamps
(1994-1995 6 Issue Ltd Series)
1..NM 2.50
2-6..NM 2.00

Vamps Pumpkin Time
(1998 3 Issue Ltd Series)
1-3..NM 2.00

Vamps: Hollywood & Vein
(1996 6 Issue Ltd Series)
1-3..NM 1.50
3..VFN- 1.10
4-6..NM 1.50

Vertigo Jam
(1993 One Shot)
1..NM 2.50

Vertigo Preview
(1993 One Shot)
1..NM 1.25

Vertigo Rave
(1994 One Shot)
1..NM 1.00

Vertigo Visions: The Geek
(1993 One Shot)
1..NM 2.50

Vertigo Visions: Tomahawk
(1998 One Shot)
1..NM 3.50

Weird War Tales
(1997 4 issue Ltd Series)
2-4..NM 1.75

Witchcraft
(1994 3 Issue Ltd Series)
1..NM 2.50

Witchcraft La Terreur
(1998 3 Issue Ltd Series)
1-2..NM 2.00

DC/Wildstorm

Crimson
(1999-present)
8..NM 3.00
10-12..NM 3.00
13-14..NM 2.50
16..NM 2.00

Deathblow by Blows
(1999 One Shot)
1..NM 2.25
3..NM 2.25

Divine Right
(1999-present)
9..NM 2.25
10..NM 2.00

Gen 13 (Vol 2)
(1999-present)
37-38..NM 1.75
41..NM 1.75
43-44..NM 1.75
51..NM 1.75

Gen 13 Going West
(1999)
1..NM 2.00

Gen 13 Grunge Saves the World
(1999 One Shot)
1..NM 4.50

Mr Majestic
(1999-present)
5-9..NM 2.00

Night Tribes
(1999 One Shot)
1..NM 3.95

Patriots, The
(1999-present)
1..NM 2.00

Sci Tech
(1999 4 Issue Ltd Series)
3..NM 2.00

Wilcats: Mosaic
(1999 One Shot)
1..NM 2.75

Wild Times: DVII
(1999 One Shot)
1..NM 2.00

Wild Times: Gen 13
(1999 One Shot)
1..NM 2.00

Wildcats Vol 2
(1999-present)
1..NM 2.50
6..NM 2.00
9..NM 2.00

Defiant

Charlemagne
(1994)
1-2..NM 0.50

Dark Dominion
(1993-1994)
2-8..NM 0.50

Dogs of War
(1994)
1-2..NM 0.50

Good Guys, The
(1993-1994)
1-6..NM 0.50

War Dancer
(1994)
2..NM 0.00

Warriors of Plasm
(1993-1994)
1-4..NM 0.50
6-9..NM 0.50

Dell Comics

Kona, Monarch of Monster Isle
(1963-1967)
13..VG 10.00
15..FN+ 14.00
17..VFN+ 18.00
18..FN+ 14.00
19..FN 13.00
20..VG+ 10.00
21..VFN+ 18.00

Eclipse

Destroyer Duck
(1982-1984)
2..NM 1.50

Hawkman, The Official Index
(1986)
2..NM 1.50

Miracleman
(1985-1992)
1..NM 4.50
16..NM 1.75
18..VFN- 1.20
22..NM 1.75

Miracleman: Apocrypha
(1991 3 Issue Ltd Series)
1..NM 2.00

Spider, The: Master of Men
(1991 3 Issue Square Bound Series)
3..NM 2.50

Epic

Coyote
(1983-1986)
1..NM 1.50
2-7..NM 1.25
12-13..NM 1.00

Event Comics

Ash
(1994-1996)
0..NM
(Silver Prism Cover Ltd to 500 copies) 15.00
6..NM 2.50

Ash Files
(1997)
1..NM 2.00

Ash: Cinder & Smoke
(1997 6 Issue Ltd Series)
1-6 NM 2.25

Ash: Fire & Crossfire
(1999)
1..NM 2.25

Ash: The Fire Within
(1996)
1-2..NM 2.25

Here Come the Big People
(1997)
1..NM 2.00

Fantagraphics

Doomsday Squad, The
(1986-1987)
1..NM 1.50
3..NM 1.50

First Comics

American Flagg! (Vol 1)
(1983-1988 1st Series)
9..NM 1.75
11-12..NM 1.75
18..VFN+ 1.40
45-46..NM 1.75

American Flagg! (Vol 2)
(1988-1989 2nd Series)
1..NM 2.00
5..NM 1.50

Lone Wolf and Cub
(1987-1991)
6-8..NM 2.75

Full Bleed

Pitt, The
(1992-present)
1..NM 5.00
2..NM 3.50
2..VFN+ 3.15
3..NM 3.50
4..NM 2.50
5-7..NM 2.00
8..NM 1.75
9..VFN 1.30
11..VFN 1.20
12-14..NM 1.75

Gold Key

Atom Ant
(1966 One Shot)
1..VG 46.25

Boris Karloff Tales of Mystery
(1963-1980)
14 FN- 5.50
18 VG+ 5.00

Invaders
(1967-1968)
1..FN- 22.75

Magnus Robot Fighter (Vol 1)
(1963-1977)
6..FN- 19.00
7..VG- 12.00
14..VFN+ 28.25
16..VG+ 9.75
25..VFN 15.00

Ripleys Believe it or not
(1967-1980)
4..VG+ 7.50
8..FN+ 7.00
9..VFN- 7.50
46..FN+ 2.60

Space Family Robinson
(1962-1969)
3. VG 11.50
21 VFN- 10.50
23 G+ 3.75
26 FN 9.00

Star Trek (Gold Key)
(1967-1979)
2..FN- 76.00
2..VG 50.00
7 G 17.25
7..FN- 43.50
19. VG 15.75
20..VG- 13.00
24 VFN- 29.75
25..VFN+ 32.25
27. VFN- 26.25
28. VG 11.50
29. FN 17.00
30. VG 12.25
34. VFN- 18.50
36..G+ 5.70
43..NM- 18.00
44..VFN 15.00
47..FN+ 13.00
52. NM- 15.75
60. VFN- 14.00

Wacky Witch
(1971-72)
9..FN- 2.20

Harvey Comics

Dick Tracy
(1945-1960?)
140..FN+ 13.00

Image Comics

1963
(1993 6 Issue Ltd Series)
1-6..NM 1.00

21
(1996-present)
1-3..NM 2.00

A Touch of Silver
(1997)
5-6..NM 1.50

Aaron Strips
(1997)
4..NM 1.50

Alley Cat
(1999-present)
4-5..NM 2.00

Altered Image
(1998 3 Issue Ltd Series)
1-3..NM 1.75

Amanda & Gunn
(1997)
4..NM 1.75

Angela
(1995 3 Issue Limted Series)
2..VFN- 4.50

Arcanum
(1997)
6-7..NM 2.25
8..NM 1.75

Aria
(1998-present)
4..NM 2.00

Aria Blanc & Noir
(1999)
1..NM 1.75

Arkaga
(1997)
1..NM 2.25

Ascension
(1997-present)
7..NM 2.25
8-12..NM 1.75
16-22..NM 1.75

Astro City (Vol 1)
(1995-1996)
1..NM 10.00
Astro City (Vol 2)
(1996-present 2nd Series)
6..NM 2.50
16-17..NM 1.75
Astro City Half
(1998 One Shot)
1..NM 2.50
Awakening
(1997)
2-3..NM 2.25
4..NM 1.75
Backlash
(1994-1997
9, 11..NM 1.50
12..NM 2.00
14, 21..NM 1.50
Badger
(1997)
6..NM 1.50
Badrock
(1995)
1..NM
(Cover C) 1.50
Badrock & Company
(1994-1995 6 Issue Ltd Series)
2..NM 1.50
Badrock Annual
(1995)
1..NM 2.00
Ballistic Imagery
(1995)
1..NM 1.50
Battle Chasers
(1998)
4..NM 3.50
5..NM 3.00
Battlestone
(1994 2 Issue Ltd Series)
2..NM 1.50
Berzerkers
(1995 3 Issue Ltd Series)
2-3..NM 1.50
Big Bang Comics
(1996-present)
2..NM 1.50
13..NM 2.25
14-16, 19, 20..NM 1.75
22-23..NM 1.75
24-25..NM 2.95
27..NM 3.50
28-29..NM 3.00
Black and White
(1994 3 Issue Ltd Series)
1-2..NM 1.25
2..VFN+ 1.10
3..NM 1.25
Bloodpool
(1995 4 Issue Ltd Series)
1..VFN- 1.10
2..NM 1.50
Bloodpool Ltd Series
(1995 4 Issue Ltd Series)
1-2..NM 1.50
4..NM 1.50
Bloodpool Special
(1996 One Shot)
1..NM 1.75
Bloodstrike
(1993-1994)
1..VFN+ 1.80
3-5..NM 1.50
8..NM 1.50
12-16..NM 1.50
20-21..NM 1.50
Bloodstrike: Assassin
(1995)
2..VFN+ 1.35
3..NM 1.50
Bloodwulf
(1995 4 Issue Ltd Series)
2-4..NM 1.50
Bloodwulf Summer Special
(1995 One Shot)
1..NM 1.50
Bone
(1995-present)
1-14..NM 2.00
21-26..NM 2.00
Bone Sourcebook
(1995 One Shot)
1..NM 1.50
Boof
(1994)
2..NM 1.00
5-6..NM 1.00
Boof & the Bruise Crew
(1994)
2-6..NM 1.00
Brigade
(2nd Series 1993-1994)
0-1..NM 1.50
2-7..NM 1.25
10..NM 1.25
12-13..NM 1.25
18-19..NM 1.50
25..NM 1.50
Brigade (Ltd Series)
(1992-1993 4 Issue Ltd Series)
1-2..NM 2.50
3-4..NM 1.75
Brigade Source Book
(1994)
1..NM 1.50
Bulletproof Monk
(1998)
1..NM 2.25
Celestine
(1996)
2..NM 1.50
Channel Zero
(1998)
1-2..NM 2.00
Chapel
(2nd Series 1995-1997)
2, 5, 7..NM 1.50
Chassis
(1999)
1-2..NM 2.50
Childhoods End
(1997)
1..NM 1.50
Cosmic Ray
(1999)
1..NM 2.25
Crimson
(1998)
1..NM 5.00
2..NM 4.00
4-6..NM 3.00
7..NM
(Variant Cover) 5.00
Crow
(1999-present)
3-4..NM 2.00
6..NM 2.00
Curse of Spawn
(1996-present)
2-6..NM 2.50
7-13..NM 2.25
14-24..NM 1.75
26..NM 1.75
28-29..NM 1.75
Cyber-Force
(1993-present)
0..NM 1.75
1..NM 2.50
2-3..NM 1.75
4-6..FN+ 1.10
6..VFN 1.30
7..NM 1.75
8..FN+ 1.10
11..VFN- 1.20
12..FN+ 1.10
16..VFN 1.30
17..FN+ 1.10
20..NM 1.75
21..VFN 1.30
22..FN- 0.85
23..FN+ 1.10
24..VFN- 1.20
26..NM 1.75
27..VFN 1.30
28-29..NM 1.75
31..FN+ 1.10
35..NM 1.75
Cyber-Force (Ltd)
(1992-1993 4 Issue Ltd Series)
1..NM 4.50
2..NM 3.50
3..NM 2.00
4..NM 2.50
Cyberpunx
(1996)
1..NM 1.50
Cygor
(1999-present)
1-6..NM 2.00
Daring Escapes
(1998)
1..NM 2.00
3..NM 2.00
Darkchylde: the Legacy
(1998)
3..NM 2.00
Darker Image
(1993 One Shot)
1..NM 1.50
Darkminds (Vol 2)
(2000-present)
1..NM 2.00
Darkness Prelude Special
(1997 One Shot)
1..NM 4.50
Darkness, the
(1996-present)
2..NM 12.00
3-5..NM 10.00
6..NM 6.00
7..NM 5.00
8..NM 3.00
11..NM- 2.25
11..NM 2.50
12-16..NM 2.25
29..NM 1.75
Deathblow
(1993-1996)
1..NM 2.00
2-3..NM 1.50
16, 20-28..NM 1.75
Deity Revelations
(1999)
1-4..NM 2.25
Divine Right
(1997-present)
1..NM 3.50
2..NM 2.50
5..NM 1.75
Dooms IV
(1994)
2..NM 1.50
DV8
(1996-1999)
2..NM 3.50
11-13..NM 1.75
16-21..NM 1.75
27-31..NM 1.75
DV8 Annual
(1998)
1..NM 2.25
1..NM 2.50
DV8 vs Black Ops
(1997 3 Issue Ltd Series)
3..NM 1.75
Espers
(1997)
4-7..NM 1.50
Evil & Malice
(1999)
1..NM 2.25
3..NM 3.25
Exposure
(1999)
4..NM 2.00
Extreme Destroyer Epilogue
(1996 One Shot)
1..NM 1.50
Extreme Destroyer Prologue
(1996 One Shot)
1..NM 1.50
Extreme Sacrifice Prelude
(1995 One Shot)
1..NM 1.50
Extreme Zero
(1993 Promtional One Shot)
0..NM 8.00
Falling Man
(1998)
1..NM 1.75
Forever Amber
(1999 4 Issue Ltd Series)
1..NM 2.25
Freak Force (Vol 1)
(1st Series 1993-1995)
1..NM 1.75
2-3..NM 1.50
3..VFN 1.10
4-6..NM 1.50
6..VFN- 1.05
7-8..NM 1.50
10..NM 1.50
12..FN+ 0.95
13..NM 1.50
13..NM- 1.35
14..NM 1.50
14..VFN- 1.05
15-18 NM 1.50
Gen 12
(1998 Ltd Series)
1-5..NM 1.75
Gen 13 (Vol 1)
(1995-1999)
9..NM 1.75
11..NM 1.75
13..NM 1.75
27..NM 1.75
29..NM 1.75
31-32..NM 1.75
Gen 13 Bootleg
(1996-present)
3-5..NM 1.75
12..NM 2.25
13-14..NM 1.75
17..NM 1.75
20..NM 1.75
Gen 13 Interactive
(1997 1-3)
3..NM 2.25
Gen 13 Magical Drama Queen Roxy
(1998 3 Issue Ltd Series)
1..NM 2.50
3..NM 2.50
Gen 13 Regular Series 3D Edition
(1998)
1..NM 3.50
Gen13: The Unreal World
(1996 One Shot)
1..NM 2.00
Glory/Celestine: Dark Angel
(1996 3 issue Ltd Series)
1, 3..NM 1.50
Grifter
(1996-present)
1..NM 2.00
2-3, 7..NM 1.75
Grifter/Shi
(1996 2 Issue Ltd Series)
1..NM 2.00
Hellcop
(1998)
1-3..NM 2.00
Hellhole
(1999-present)
1..NM 2.00
Hellshock
(1997-present)
1..NM 4.00
2..NM 2.00
Immortal 2
(1997)
4-5..NM 2.25
Jim Lees C*23
(1998)
3-8..NM 1.75
Jinx
(1997)
3-5..NM 1.50
Jinx Torso
(1999)
3..NM 2.50
Kabuki
(1997-present)
5..NM 1.75
kid Supreme
(1996-1997)
1..NM 1.50
Kiss the Psycho Circus
(1997-present)
16-20, 24-26..NM 1.75
Knight Watchman
(1998 One Shot)
1..NM 2.00
2-4..NM 1.50
Knightstrike
(1996 One Shot)
1..NM 1.50
Leave it to Chance
(1996)
8..NM 2.25
10-12..NM 2.25
Mage, The Hero Defined
(1997-present)
5..NM 1.75
11..NM 1.75
14..NM 1.75
Mask of Zorro
(1998 4 Issue Ltd Series)
1..NM 1.75
3-4..NM 1.75
Maximage
(1996-present)
2..VFN 1.10
3..NM 1.50
5..NM 1.50
7..NM 1.50
Maxx, The
(1992-present)
1..NM 4.50
4..NM 2.50
12..VFN 1.05
15..NM 1.50
31..NM 1.50
Megaton Man Hardcopy
(1999 2 Issue Ltd Series)
1..NM 2.00
Monster Fighters Inc
(1999)
1..NM 2.00
Monster Fighters Inc Ghosts Christmas
(1999 One Shot)
1..NM 2.00
Monster Man
(1997)
1..NM 2.25
More than Mortal Lady Pendragon
(1999)
1..NM 2.00
Mr Monster vs Godzilla
(1998 One Shot)
1..NM 2.25
New Force
(1996 4 Issue Ltd Series)
1-4..NM 1.50
New Man
(1996)
1-4..NM 1.50
Operation: Knightstrike
(1995 3 Issue Ltd Series)
3..NM 1.50
Phantom Force
(1993-1995)
2..NM 1.50
Phantom Guard
(1997)
5..NM 1.75
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(1993-1995 1st Series)
0..NM
(San Diego Edition) ..7.50
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(6 Colour prints by Stephen Platt)
1..NM
(Ltd to 5000 Units) 19.95
Prophet/Cable
(1997 One Shot)
1..NM 2.75
Prophet/Chapel: Super Soldiers
(1996 2 Issue Ltd Series)
1-2..NM 1.50
Ragmop
(1997)
1..NM 2.95
2..NM 1.50
Riptide
(1995 2 Issue Ltd Series)
1-2..NM 1.50
Rising Stars
(1999-present)
1..NM 4.50
Sam & Twitch
(1999-present)
4..NM 2.25
Savage Dragon
(1993-present)
1..FN+ 1.60
1..NM 2.50
2..NM 2.00
2..VFN- 1.40
3..NM 1.50
3..VFN+ 1.20
4..NM 1.50
4..VFN 1.10
5..FN- 0.75
5-13..NM 1.50
13..NM- 1.35
14-16..NM 1.50
16..VFN 1.10
18-20..NM 1.50
22..VFN 1.10
23-24..NM 1.50
25..VFN- 1.75
26-28..NM 1.50
34..NM 2.25
45-48..NM 1.75
52..NM 1.75
58-59..NM 1.75
61-64..NM 1.75
66-68..NM 1.75
70..NM 1.75
Savage Dragon Ltd
(1992 3 Issue Ltd Series)
1..VFN- 2.45
1..NM 3.50
1 NM- 3.15
2..NM 3.00
2..VFN- 2.10
3..FN+ 1.95
3..NM 3.00
Savage Dragon vs Megaton Man
(1993 One Shot)
1 NM 1.75
Savage Dragon: Blood & Guts
(1995 3 Issue Ltd Series)
1-3..NM 2.00
Savage Dragon: Red Horizon
(1996 3 issue Limted Series)
1-3..NM 2.00
Shadowhawk
(1992-1993 4 Issue Ltd Series)
1..NM 3.50
2..NM 2.50
3..NM 1.75
Shadowhawk III
(1993-1995)
0-1..NM 1.25
4, 12..VFN- 0.90
Shadowhunt Special
(1996 One Shot)
1..NM 1.50
Sharky
(1998)
2-4..NM 1.75
Ship of Fools
(1997)
1-3..NM 1.50
Siren
(1998)
1..NM 1.75
Solar Lord
(1999)
3..NM 2.00
Soulwind
(1997)
4-5..NM 1.75
Spartan: Warrior Spirit
(1995 4 Issue Ltd Series)
1-4..NM 1.50
Spawn
(1992-present)
1..NM 22.00
1..NM- 19.75
2..VFN- 8.40
2..NM- 10.75
4..VFN- 8.40
5..NM 8.00
6..NM 7.00
7-8..NM 3.50
9..NM (1st Angela) ..8.50
10-15, 17..NM 3.50
19-20..NM 3.50
21-24..NM 2.50
25..NM 8.50
26-44..NM 2.50
45-49..NM 2.25
50..NM 4.50
51-53..NM 2.50
54-61, 63-64..NM 2.00
65..NM 2.50
66-68, 78, 80-82..NM1.75
84, 86-87..NM 1.75
90, 93..NM 1.75
Spawn Annual
(1999)
1..NM 3.95
Spawn Bloodfeud
(1995 4 Issue Ltd Series)
1..NM 2.50
2-4..NM 2.00
Spawn Dark Ages
(1999-present)
1..NM 2.50
2-7..NM 2.00
9-12..NM 2.00
Spawn The Impaler
(1996 3 Issue Ltd Series)
1-3..NM 2.50
Spawn The Undead
(1999-present)
1-7..NM 2.00
Spirit of Tao
(1998-present)
2-4..NM 2.50
6-11..NM 1.75
Splitting Image
(1993)
1..NM 1.25
Star
(1995 4 Issue Ltd Series)
1..NM 1.50
Stone Vol 2
(1999-present)
1 NM 2.00
3..NM 2.00
Stormwatch
(1993-1997)
1..NM 1.50
10..FN+ 0.95
11..FN 0.90
13..FN+ 0.95
14..VFN- 1.05
15..FN+ 0.95
17..NM 1.50
18..FN+ 0.95
21..NM 1.50
23..FN+ 0.95
24..VFN+ 1.20
25..VFN 1.30
26..NM 1.75
27 VFN- 1.20
28..NM 1.75
29..VG+ 0.70
30..VFN+ 1.40
31 VFN- 1.20
32-33..VFN+ 1.40
34..NM 1.75
Strangers in Paradise (Vol 2)
(1996-present 2nd Series)
2-3..NM 2.00
6-8..NM 2.00
Superpatriot
(1993 4 Issue Ltd Series)
1-4..NM 1.25
Superpatriot: Liberty & Justice
(1995 4 Issue Ltd Series)
1-4..NM 1.50
Supreme Annual
(1995)
1..NM 2.00
Supreme, The Legend of
(1994-1995 3 Issue Ltd Series)
1-3..NM 1.50
Tales of The Darkness
(1998)
1..NM 2.50
Team One: Wildcats
(1995 2 Issue Ltd Series)
1..NM 1.50
Team Youngblood
(1993-1995)
2, 5-6, 8, 10, 17-19, 21..NM 1.50
Teenage Mutant Ninja Turtles
(1996-present)
11, 13..NM 1.75
15..NM 2.25
16-19..NM 1.75
Tenth Evils Child
(1999)
2..NM 2.25
Tin Can Man
(2000)
1-2..NM 2.25
Tomb Raider
(1999 - Present)
3..NM 3.50
Tooth & Claw
(1999)
1..NM 2.00
Trekker
(1999)
1..NM 2.00
Tribe
(1993-1994)
1..NM 1.50
Troll Halloween Special
(1994 One Shot)
1..NM 1.75
Troll II
(1994 Squarebound One Shot)
1..NM 2.50
Tsunami Girl
(1999 3 Issue Ltd Series)
2-3..NM 2.00
Union (Vol 1)
(1993-1994)
1..NM 1.50
2..NM 1.25
Vanguard
(1993-1994)
2-6..NM 1.25
Violator
(1994 3 Issue Ltd Series)
1..NM 3.50
Wetworks
(1993-present)
4..NM 2.25
35..NM 1.75
37-41..NM 1.75
Wetworks 3D Edition
(1998)
1..NM 3.50
Wicked, The
(1999-present)
2..NM 2.00
Wild CATS
(1992-present)
1..NM 5.00
2..NM 6.50
3-4 NM 2.50
5..NM 2.25
10-15 NM 1.50
22..NM 1.50
24..NM 1.50
26..NM 2.25
31-35 NM 2.25
42-43 NM 2.25
44..NM 1.75
46-49..NM 1.75
Wild CATS / X-Men : Silver age
(1997)
1..NM 4.95
Wild CATS Adventures
(1994-1995)
1-2..NM 1.25
Wild CATS Annual
(1998-present)
1..NM 2.25
Wild CATS/X-Men: Modern Age
(1997 3D Edition)
1..NM 4.95
Wild CATS: Sourcebook
(1993-1994)
1-2..NM 1.50
Wild CATS: Trilogy
(1993 3 Issue Ltd Series)
1-3..NM 1.50
Wild Star (Ltd)
(1993 4 Issue Ltd Series)
1..NM 1.75
Wild Star (Vol 2)
(1995)
1..NM 1.50
Wildcore
(1997)
4..NM 1.75
6-10..NM 1.75
Wildstorm!
(1995 4 Issue Ltd Series)
1..NM 1.50
Witchblade
(1996-present)
6..NM 10.00
7-8..NM 8.00
11..NM 5.00
22..NM 2.25
26..NM 1.75
28-32..NM 1.75
37..NM 1.75
Witchblade: The Collected Editions
(1996-1997)
1..NM 4.95
Witchfinder
(1999)
1..NM 2.00
3..NM 2.00
Youngblood (Vol 1)
(1992-1995 1st Series)
1..NM
(2nd Printing) 2.50
1..NM 10.00
2..NM 4.50
3..NM 2.50
3..VFN- 1.85
4-5..NM 2.00
Youngblood (Vol 2)
(1995-1997 2nd Series)
2..NM 1.50
4..NM 1.50
7..NM 1.50
9..NM 1.50
Youngblood Strikefile
(1993-1995)
1 NM 2.00
1 NM- 1.80
2..NM 1.50
5..NM 1.50
7-10 NM 1.50
Zealot
(1995 3 Issue Ltd Series)
1..NM 2.00
Zorros Ladyrawhide: Other Peoples Blood
(1999 12 Issue Ltd Series)
1-5..NM 2.25

Innovation

Colour of Magic
(1991)
2-4..NM 2.00
Freddys Dead: The Final Nightmare
(1991-1992 3 Issue Film Adaptation)
1-3..NM 1.50
Interview with the Vampire
(1991-94 12 Issue Ltd Series)
1..NM 3.50
1..VFN+ 3.15
2-3..NM 2.00
5..NM 2.00
Lost in Space
(1991-1993 Vol 2)
5..NM 1.50
Nightmares on Elm Street
(1991-1992)
1..NM 2.50
2-5..NM 2.00
Psycho, Alfred Hitchcocks
(1991-1992 3 Issue Ltd Series)
1-2..NM 1.50
Queen of the Damned, Anne Rices
(1991-1993 11 Issue Ltd Series)
1..NM 2.50
6..NM 2.00
Vampire Companion, The
(1991-1992)
3..NM 2.00

Kitchen Sink

Spirit
(1983-1992)
81..NM 1.50
84..NM 1.50
Spirit: The New Adventures
(1997-1998)
1..NM 3.00
2..NM 2.50

Malibu

Hardcase
(1993-1995)
13-14..NM 1.25
Rune
(1994-1995)
1..NM 1.50
Solution, The
(1993-1995)
3..NM 1.25
Star Trek: Deep Space Nine (Vol 1)
(1995-1996)
7, 9, 11..NM 1.50

Marvel Comics

2099 Unlimited
(1993-1995)
1-6..NM 2.50
8..NM 2.50
2099 World of Tomorrow
(1996-1997)
8..NM 1.75
A-Next
(1998-present)
8-10..NM 1.75
Abominations
(1996-1997 3 Issue Ltd Series)
1-3..NM 1.00
Adventures of Captain America
(1991 4 Issue Squarebound Ltd Series)
1-4..NM 3.50
Age of Apocalypse: The Chosen
(1995 One Shot)
1..NM 2.50
Alpha Flight (Vol 1)
(1983-1994 1st Series)
1..FN+ 2.20
2..FN- 1.25
2..NM 2.50
2..VFN 2.00
2..VFN+ 2.00
3 NM 2.25
4..FN+ 1.45
4..VFN+ 1.80
4..VFN- 1.55
5..NM 2.25
5..VFN 1.65
7..VFN- 1.55
8..NM 2.25
8..VFN 1.65
9..NM 2.25
9..VFN+ 1.80
9..VFN- 1.55
10..NM 2.25
11..NM 2.50
12 NM 2.75
12..VFN- 1.90
14..NM 2.75
14 VFN+ 2.20
15..FN 1.80
15..NM 3.00
16..NM 2.50
18-20..NM 1.75
20..VFN+ 1.40
21..FN+ 1.10
21-22 ..NM 1.75
22..VFN+ 1.40
23..NM 1.75
24..NM 2.50
25-28..NM 1.75
28..VFN 1.30
29..VFN- 1.20
29..NM 1.75
29..NM- 1.55
30..NM 1.25
31..NM 1.00
32..NM 1.25
33..NM 3.25
33..VFN 2.40
34..FN+ 2.10
34..NM 3.25
35..NM 1.25
35..VFN 0.90
36..FN+ 0.65
36-38..NM 1.00
38..NM- 0.90
38..VFN 0.75
39..NM 1.25
39..FN 0.75
40-41..NM 1.00
41..VFN- 0.70
42-44..NM 1.00
45..FN- 0.50
45 NM 1.00
45..NM- 0.90
46-47..NM 1.00
47 VG+ 0.40
48-49..NM 1.00
50..NM 1.50
51..FN 2.10
51..NM 3.50
52..NM 3.00
52..VFN 2.25
52..FN+ 1.95
53..NM 3.50
54..NM 1.00
55-56..NM 1.25
57..FN+ 0.80
57..NM 1.25
58..NM 1.00
59..FN- 0.85
59..NM 1.75
60..NM 1.00
61..NM 2.25
61 VFN- 1.55
62..VFN 1.65
62..NM 2.25
63..NM 1.25
64..VFN 0.90
65-68..NM 1.25
69..NM- 1.10
70..VFN- 0.70
71..NM 1.00
71-72..VFN- 0.70
73..NM 1.00
73..VFN 0.75
74..NM 1.00
74..VFN- 0.70
75..NM 2.50
76..NM 1.00
77..VFN- 0.70
78-79..NM 1.00
81..FN+ 0.65
84 NM 1.00
88..NM 1.00
91..NM 1.00
93..FN- 0.50
94..FN 0.60
95..FN- 0.50
95-99 NM 1.00
100..NM 2.00
101..NM 1.00
102..VFN+ 1.00
103-105..NM 1.25
106..NM 7.95
107-109 NM 1.25
110..VFN+ 1.00
111..NM 1.25
114-118..NM 1.25
120-121 NM 1.25
123..NM 1.25
126..NM 1.25
Alpha Flight (Vol 2)
(1997-1999)
-1..NM 1.50
1 NM 4.50
2..NM 3.50
4..NM 1.75
5-11..NM 1.50
12..NM 2.50
13-19..NM 1.75
Alpha Flight Annual
(1986-1987)
1..NM 1.50
1..VFN+ 1.20
2..NM 1.25
2..FN+ 0.80
Alpha Flight Special
(1991 4 Issue Ltd Series)
2..NM 1.00
Alpha Flight Special
(1992 One Shot)

1..NM 1.50

Amazing Adventures (Vol 2)
(1970-1976 2nd Series)
6..VG 2.20
18..VG 2.40
20..VG+ 1.20
22..VG 0.70
26..VG 0.70
29..VG 0.70
31..VFN+ 1.20
31..VG 0.50
32..VFN+ 1.20
33..FN+ 0.95
34-35..VG 0.50
36..FN- 0.80
38..FN 0.95
39..FN- 0.75
39..VFN 1.10

Amazing Fantasy
(1962/1995-1996)
16-18..NM 2.50

Amazing Scarlet Spider
(1995 2 Issue Ltd Series)
1-2..NM 1.75

Amazing Spider-Man (Vol 1)
(1963-1998 1st Series)
-1..NM 1.25
17..VG-
(2nd Green Goblin) 78.00
18..G- 24.75
21..G+
(2nd Beetle) 28.50
22..VG
(1st Princess Python) 63.50
24..VG
(2nd Mysterio) 31.75
24..VG-
(2nd Mysterio) 26.25
25..VG 36.25
26..G+
(1st Crimemaster) 24.50
27..G+ 21.75
28..FN-
(1st Molten Man) 66.00
29..G+ 18.00
30..VG 26.00
30..VG- 21.50
37..FN- 28.50
38..FN 32.25
41..VG 21.75
42..FN- 26.50
45..VG+ 14.00
50..FN+ 92.00
51..G+
(2nd app Kingpin) 12.25
51..VG+
(2nd app Kingpin) 21.25
53-54..VG 10.00
54..VG+ 17.50
55..VG+ 11.50
57..VG+ 11.50
60..VFN- 21.50
60..VG+ 11.50
61..VG 7.90
64..FN 17.75
67..NM- 24.75
74..FN+ 13.25
74..FN- 9.50
76..VFN 14.25
77..FN- 7.60
79..FN+ 10.50
80..VFN+ 16.00
80..VFN 14.25
82..VFN- 12.25
82..VG+ 6.60
83..FN+
(1st Schemer) 10.50
84..FN 8.60
87..FN- 6.60
88-89..VFN- 10.75
90..VFN-
(Captain Stacy dies) 13.75
91..FN+ 9.20
97..FN- 11.25
100..VG+ 31.75
100..VFN+ 86.50
101..VFN+
(1st Morbius) 75.00
102..FN-
(2nd Morbius) 26.25
104..VFN+ 12.75
105..FN- 8.00
107..NM 16.00
107-108..VFN+ 12.75
109..G+ 3.00
110..FN 6.80
110..VG 4.60
111..FN+ 8.40
111..VFN- 9.75
112..VG+ 5.20
113..VFN 11.50
113..NM 16.00
115..FN 6.80
116..FN 6.00
119..NM 16.00
120..NM- 18.00
125..G+ 2.85
126..FN 9.10
126..FN+ 9.75
126..NM- 12.50
126..VFN+ 11.25
126..VFN- 8.60
126..VG 4.05
128..NM 14.00
130..NM 12.00
130..VFN+ 9.50
131..VFN 9.00
131..FN+ 7.80
132..FN 7.20
132..VFN+ 9.50
132..VFN- 8.40
133..VFN 9.00
133..VFN- 8.40
134..FN- 8.00
134..VFN+ 12.75
134..VFN- 11.00
135..G 5.40
135..NM- 32.25
135..VFN+ 29.00
135..VFN- 22.25
137..NM 13.00
138-139..FN 7.20
139..VG+ 4.80
140..VFN 9.00
141..NM 12.00
141..VFN+ 9.50
141..VFN- 8.40
142..FN+ 7.80
143..FN 7.20
143..FN+ 7.80
143..VFN+ 9.50
144..VFN 9.00
144..VFN- 8.40
147..NM- 10.75
148..FN 12.00
150..FN+
(Clone app) 26.00
150..FN
(Clone app) 24.00
153..FN 4.80
153..NM 8.00
153..VFN 6.00
154..VFN- 6.30
158..NM 7.00
158..VFN 5.20
159..NM 7.00
159..VFN 5.20
160..NM- 6.30
162..FN- 4.25
162..VFN 6.30
163..VFN 4.50
167..FN+ 3.25
167..VFN+ 4.00
168..FN+ 3.25
169..VFN 3.75
174..NM- 8.10
175..NM 9.00
183..NM- 5.40
188..VFN 4.50
188..VFN- 4.20
196..NM- 4.50
200..FN+ 5.80
200..FN- 6.00
200..NM 9.00
201..NM 8.00
202..NM- 7.20
203..NM 4.50
206..NM 4.50
207..VFN+ 3.60
208..NM 4.50
209..NM 5.50
212..NM 4.50
216..FN- 2.00
217..NM 4.00
220..VG- 1.20
223..VFN- 2.10
224..NM- 2.70
224..VFN- 2.10
225..NM 3.00
226..FN- 1.50
226-227..NM 3.00
227..VFN+ 2.40
228..VFN+ 3.15
229-230..NM 3.50
231..FN+ 2.25
231..NM 3.50
233..VFN+ 2.80
234..NM 3.50
235..NM 2.50
235..VFN- 1.75
235..VFN- 1.85
236..FN- 1.25
236..NM 2.50
237..VFN- 2.25
237..VG 1.10
237..NM 3.25
239..VFN+ 10.75
240..VFN 2.80
240..VFN- 2.45
241..NM 3.25
241..VFN- 2.40
242..FN+ 2.25
243..VFN- 2.40
246..NM 3.50
247..FN 1.80
247..FN+ 1.95
248..FN+ 2.10
248..NM 3.00
249..FN 2.40
252..FN 6.90
252..VFN 8.60
254..NM 3.50
255..VFN- 2.25
256..FN+ 2.10
256-257..NM 3.25
258..NM 3.50
258..VG+ 1.40
259..NM 3.50
260..FN- 2.25
260-261..NM 4.50
261..VG 1.55
262..FN- 1.10
262..VFN+ 1.80
264..NM 2.25
264..FN+ 1.45
264..NM 1.75
265..FN-
(1st Silver Sable) 3.00
265..NM
(1st Silver Sable 2nd Printing) 1.25
265 NM
(1st Silver Sable) 6.00
268..NM 2.25
271..FN+ 1.45
272..NM 2.00
272..NM 2.25
273..NM 3.00
273..VG 1.05
274..NM 3.00
274..VFN 2.25
275..NM 5.00
276..NM 3.50
277..VFN+ 1.80
277..NM 2.25
278..VFN- 1.55
279..FN+ 1.55
279..NM 2.25
279..VFN+ 1.80
280..NM 2.25
281..VFN+ 2.80
282..NM 3.50
282..VFN- 2.45
283..NM 3.50
283..VFN+ 2.80
284..VFN- 3.35
285..NM 8.00
286..NM 3.00
288..NM 3.50
288..VFN- 2.45
289..NM 9.00
289..VFN 7.20
289..VFN+ 7.20
291..NM 2.50
291..VFN+ 2.00
292..FN+ 1.55
292..NM 2.25
292..NM- 2.00
293..VFN+ 4.40
293..VFN- 4.10
293..NM 5.50
293..VFN- 4.10
294..NM 4.25
294..VFN 3.15
295..NM 2.75
295..NM- 2.45
295..VFN 2.20
295..VFN- 1.90
295..VG 1.10
296..FN+ 1.55
296-297..NM 2.25
297..VFN 1.80
298..VG
(1st Venom) 5.60
298..NM
(1st Venom) 16.00
299..VFN- 9.10
299..NM 13.00
301..FN+ 5.20
301..NM 8.00
301..VFN+ 6.40
301..VFN+ 7.20
302..FN 4.50
302..VFN- 5.20
303..NM 7.00
303..NM- 6.30
304..FN+ 3.90
304..NM 6.00
305..NM 6.00
305..VG+ 2.40
305..VFN- 4.50
305..VFN 4.50
305..FN+ 3.90
305..VFN- 4.20
306..FN 3.60
306..NM 6.00
306..VFN+ 5.40
307-308..NM 6.00
308-309..VFN- 4.20
310..NM 5.00
310..VFN 3.75
311..NM 5.00
312..FN 4.80
313..NM 5.00
314..NM- 3.60
314..NM 4.00
315..FN+ 4.20
315-316..NM 6.00
317..NM 5.00
318..FN+ 4.20
318..NM 6.00
318..NM- 5.40
318..VFN 4.50
318..VFN- 4.20
319..VFN- 4.50
319..NM 6.00
319..NM- 5.40
319..VFN+ 4.80
320..FN+ 3.50
320..NM 5.00
321..FN+ 2.80
321..NM 4.00
321..NM- 3.60
322..NM 4.00
322..NM- 3.60
322..VFN- 2.80
323..NM 4.00
323..VFN 3.00
324..FN+ 3.90
324..VFN 4.80
324..VG 2.40
325..VFN+ 3.60
325..VFN 3.20
325..NM 4.00
325..VG 1.40
326-327..NM 2.25
327..NM- 2.00
330..NM 2.75
330..VFN 2.20
330..VFN+ 2.48
331..FN 1.80
331..FN+ 1.90
331..NM 2.75
331..VFN 2.20
332..NM 2.75
332..VFN 2.20
333..FN 1.80
333..FN+ 1.75
333..NM 2.75
334..NM 2.25
334..VG+ 0.90
335..FN+ 1.45
335-338..NM 2.25
338..VFN 1.80
339..NM 1.75
339..VFN 1.40
339..VFN- 1.20
339..VFN- 1.30
340..NM 1.25
340..VFN 0.90
341..NM 1.75
341..VG 0.60
344..FN 1.65
344..NM 2.75
344..VFN- 1.90
345..G+ 1.35
345..NM 5.50
345..VG 1.90
349..NM 1.75
350..NM 3.50
351-355..NM 1.50
356..NM 1.25
357..NM 1.50
358..NM 2.50
359..NM 4.00
359..VG 1.40
360..NM 5.00
361..NM
(2nd Printing) 2.50
362..NM 8.00
363..NM 6.00
363..NM- 5.40
365..NM 4.95
368-369..NM 1.25
371..NM 1.25
373..NM 1.25
374..NM 5.95
375..FN 2.70
375..NM 4.50
375..VFN- 3.15
376-377..NM 2.25
379-380..NM 3.25
381-382..NM 1.25
383..FN+ 0.80
383-384..NM 1.25
384..VFN+ 1.00
385-387..NM 1.25
388..NM 4.00
389-390..NM 1.25
390..NM 2.50
391-393..NM 1.25
394..NM
(Deluxe Edition) 2.50
401-409..NM 1.50
413-415..NM 1.50
418-419..NM 1.50
422..NM 1.50
424..NM 1.50
429..NM 1.50
432..NM
(Variant Cover) 3.50

Amazing Spider-Man (Vol 2)
(1998-present 2nd Series)
4-10..NM 1.75
15..NM 1.75

Amazing Spider-Man Annual
(1964-2000)
2..VG 43.50
2..VG- 36.00
3..G+ 10.25
4..VG 10.00
4..VG+ 11.50
6..VG- 5.20
6..FN 10.50
6..FN+ 11.25
7..NM 15.00
8..VFN+ 12.00
11..NM 4.00
11..VFN 3.00
11..VFN+ 3.60
11..VFN- 2.80
12..FN+ 2.60
12..VFN 3.00
13..FN+ 3.25
13..NM 5.00
13..VFN+ 4.00
13..VG 1.75
14..NM- 4.50
14..NM 5.00
15..VFN 5.20
15..FN+ 4.50
15..NM 7.00
16..NM 3.50
16..VFN- 2.45
17..FN+ 1.95
17..NM 3.00
17..VFN- 2.25
18..NM 3.00
18..VFN 2.25
19..NM 3.00
20..NM 3.50
20..NM- 3.15
21..VFN- 2.45
21..NM 3.50
22-23..NM 2.25
22..FN+ 1.45
23..VFN 1.80
23..VFN+ 1.80
24..NM 2.25
24..VFN- 1.55
25-27..NM 2.25
1997..NM 2.25

Amazing Spider-Man Super Special
(1995 One Shot)
1..NM 3.50

Amazing Spider-Man, The Official Index to
(1985)
1..VFN- 1.05
2..FN- 0.75
2..VFN- 1.05
4..VFN- 1.05
5..FN- 0.75
5..VFN- 1.05
6..FN+ 0.95

Amazing Spider-Man: Friends & Enemies
(1995 4 Issue Ltd Series)
1-4..NM 1.25

Amazing Spider-Man: Soul of the Hunter
(1992 One Shot)
1..NM 5.95

Amazing X-Men
(1995 4 Issue Ltd Series)
1..NM 3.50
2-4..NM 2.50

Annex
(1994 1-4)
1-4..NM 1.50

Arrgh!
(1974-75)
1..VFN- 2.25

Askani son
(1996 4 Issue Ltd Series)
1..NM 2.50
4..NM 2.50

Astonishing Tales
(1970-1976)
5..VG 2.40
15..VG 0.60
17..FN 0.95
18..FN+ 1.05
18..VG+ 0.60
20..VG 0.60
22..VG 0.50
26..FN- 3.50
26..NM 7.00
26..VFN- 4.90
27..FN+ 3.25
27..FN+ 3.50
27..VG+ 2.50
27..VG- 1.50
28..VFN 3.75
29..G+ 1.25
29-30..VG 1.75
31..FN+ 3.25
31..VG 2.00
32..VG 1.60
32..VG 1.40
34..FN 2.60
34..VFN+ 3.20
34..VG+ 1.60
35..FN- 2.00
35..VFN- 3.00
36..VFN 3.20
36..VG- 1.20

Astonishing X-Men
(1995 4 Issue Ltd Series)
1..NM 3.50
2-4..NM 2.50

Avengers (Vol 1)
(1963-1996 1st Series)
5..FN+ 84.50
8..VG 33.25
10..G+ 22.75
13..VG 17.25
15..VG 21.75
19..FN
(1st Swordsman) 23.50
19..G
(1st Swordsman) 8.20
19..VG-
(1st Swordsman) 13.00
27..G+ 5.70
28..VG+ 9.75
32..VG- 6.00
33..FN- 10.00
33..VG- 6.00
34..VG 7.00
35..VG+ 8.00
39..VG- 5.40
42..VG+ 6.00
43..G 3.00
44..VG- 4.50
48..VFN-
(1st Black Knight) 12.50
52..G 2.60
53..G 5.00
53..VFN+ 20.00
58..VFN+
(Origin Vision) 30.25
60..VFN- 10.50
67..FN+ 9.75
68..VFN+ 8.80
68..VG 3.85
76..VG 3.50
88..VFN 7.80
109..NM 8.00
113..FN+ 4.50
115..FN 4.80
117..VFN 6.30
119..VFN 5.60
122-123..NM 8.00
123..VFN 6.00
130..NM 8.00
132..NM 8.00
138..NM- 5.40
161..FN+ 1.95
164..VG 1.05
170..VFN 2.00
171..VFN- 2.05
185..FN+ 1.75
188..FN 1.30
190..VFN- 2.05
195..FN 1.00
198..VFN- 1.20
200..NM 4.00
201..FN+ 1.05
201..FN+ 1.05
201..NM 1.50
201..VFN 1.10
202..NM 1.50
202..VFN+ 1.20
202..VFN+ 1.35
203..NM 1.50
206..FN+ 1.05
208..NM 1.50
208..VFN+ 1.20
209..NM 1.50
210..FN+ 1.05
210..NM 1.50
212-213..NM 1.50
213..VFN 1.20
217-220..NM 1.50
224..VFN+ 1.35
225..NM 2.25
227..VFN- 1.65
228..NM 2.00
228..VFN 1.60
229..NM 2.00
231..NM 2.00
231..VFN+ 1.80
232..NM 2.00
233..FN 1.20
233..NM 2.00
233..VFN- 1.50
233..VG 0.50
234..NM 1.75
234..VFN- 1.30
235..NM 1.75
235..VFN 1.40
238..FN+ 1.20
238-239..NM 1.75
239-240..VFN 1.40
241..NM 1.50
241..VFN- 1.10
242..NM 1.50
243..VG 0.50
244-245..NM 1.50
245..VFN 1.20
246-248..NM 1.50
253..NM 1.25
257..NM 1.25
258..FN- 0.60
259..NM 1.25
260..NM 1.50
261-262..NM 1.25
262..VFN 1.00
264..NM 1.25
264..VFN- 1.00
265..NM 1.25
267-269..NM 1.25
269..VFN 1.00
270..NM 1.25
271-272..NM 1.00
273..NM 1.25
278..NM 1.00
280..NM 1.00
282-298..NM 1.00
300..NM 3.50
301..NM 1.00
305-309..NM 1.00
311..NM 1.00
313..NM 1.00
314..NM 2.25
315..NM 1.00
316-317..NM 1.50
318..NM 1.00
319..NM 0.75
320-324..NM 1.00
326..NM 1.50
335-336..NM 1.00
337-340..NM 0.75
344..NM 0.80
345..NM 1.25
346..NM 1.00
348..VFN 0.80
348..NM 1.00
349..NM 1.25
349..VFN 1.00
350..NM 1.75
350..NM- 1.55
351..NM 0.80
351..VFN 0.60
352..NM 0.80
353-358..NM 1.00
359..NM 0.80
360..NM 2.50
361..NM 1.00
363-364..NM 3.50
366..NM 3.50
368..NM
(Blood Ties pt 1) 2.50
375..NM 2.50
376-377..NM 1.25
379..NM 1.25
379..NM
(Double Feature Edition) 2.75
380..NM 1.25
380-381..NM
(Signed Edition) 3.95
383..NM 1.25
388..NM
(Signed Edition) 3.95
391..NM
(Signed Edition) 3.95
394..NM
(Signed Edition) 3.95
397-398..NM
(Signed Edition) 3.95

Avengers (Vol 3)
(3rd Series 1997-present)
1..NM 3.50
1..NM
(Variant Cover) 5.95
26..NM 1.75

Avengers 2: Wonderman & Beast
(2000 3 Issue Ltd Series)
1..NM 2.50

Avengers Annual
(1967-1994)
7..VFN+ 14.00
7..FN+ 11.25
10..FN+
(1st Rogue) 5.20
10..NM
(1st Rogue) 8.00
16-17..NM 2.50
18..NM 2.25
19-23..NM 1.75

Avengers Forever
(1998-99 12 Issue Ltd Series)
5..NM 2.25
10..NM 2.25

Avengers United we Stand
(1999-present)
1..NM 2.50
6..NM 2.00

Avengers Unplugged
(1995-1996)
1..NM 1.00
3..NM 1.00
5..NM 1.00

Avengers, Giant-Sized
(1974-1975)
4..VFN 6.30
4..NM 8.50

Beavis & Butt-Head
(1994-1996)
27..NM 1.25

Bishop
(1994 4 Issue Ltd Series)
2-4..NM 3.95

Bishop Xavier Security Enforcers
(1998 3 Issue Ltd Series)
1-2..NM 1.75

Bishop: The Last X-Man
(1999)
2-4..NM 1.75
6-7..NM 1.75

Black Cat
(1994 4 Issue Ltd Series)
3..NM 1.25

Black Goliath
(1976)
3..VG 0.50

Black Panther (Vol 1)
(1977-1979)
12..FN+ 0.95
13..NM 1.25
15..FN+ 0.95
15..FN- 0.75

Black Panther (Vol 2)
(1998-present)
12-16..NM 1.75

Blackwulf
(1994-1995)
1..NM 1.50
2-3..NM 1.00
4..NM 1.10
8-10..NM 1.10

Blade The Vampire Hunter (Vol 1)
(1994-1995)
3-4..NM 1.50

Blade: Vampire Hunter (Vol 2)
(1999-present)
5-6..NM 2.00

Blood: A Tale
(1988 4 Issue Ltd Series)
3..NM 3.50

Cable
(1993-present)
-1..NM 1.25
1..NM 3.50
2..NM 2.50
4..NM 2.00
5..NM 1.75
10..NM 1.75
21..NM 1.75
22..FN+ 1.10
22-24..NM 1.75
26-29..NM 1.75
49..NM 1.75
51-58..NM 1.75
66..NM 1.75
69-72..NM 1.75

Cable: Blood & Metal
(1992 2 Issue Ltd Series)
1..NM 4.95
2..NM 3.50

Cage
(1992-1993)
1-2..NM 0.50

Captain America (Vol 2)
(2nd Series 1968-1996)
100..FN- 120.00
101..FN- 30.25
101..G 8.20
102..FN- 20.50
103..VFN+ 26.25
104..FN- 17.75
104..G+ 6.10
107..NM- 27.00
108..VFN+ 24.25
109..FN+ 19.25
109..VFN- 27.25
110..VG 10.50
127..VG+ 3.00
130..VFN 5.60
134..VFN+ 6.00
168..FN- 1.50
168..VG 1.20
170..NM 3.00
171..FN 1.80
178..VG+ 1.50
186..FN+ 1.40
192..VFN- 1.30
195..VFN 1.40
196..FN+ 1.20
197..VFN 1.40
198..FN+ 1.20
198..VG+ 0.70
202..VFN- 1.05
202..VFN 2.00
205..VFN 2.00
205..VG+ 0.60
206..VFN- 1.05
213..FN+ 1.05
213..NM 1.50
215..FN+ 1.40
217..FN+ 1.05
219..FN 0.90
227..VFN- 1.05
229..FN+ 0.95
237..NM 1.50
237..VFN+ 1.35
240..NM 1.50
242..NM 1.50
243..VFN 1.20
243..VFN- 1.10
244..NM 1.25
245..NM 1.00
246..NM 1.25
247..VFN 1.80
247..VG 0.90
248..VFN+ 2.00
251..VFN- 1.65
252..NM 2.25
252..VFN 1.80
252..FN 1.35
252..VFN- 1.65
256..FN 1.20
256..FN+ 1.20
256..NM 1.75
256..VG 0.70
258..VFN 1.40
260-261..NM 1.75
261..VFN- 1.30
263..NM 1.50
264..NM 2.00
267..NM 1.75
267..VFN 1.40
267..VFN- 1.30
268-270..NM 1.75
270..VFN 1.40
271..NM 1.75
273-274..NM 1.25
276-277..NM 1.25
278..VFN+ 1.00
279..NM 1.50
281..FN+ 0.95
282..NM 5.00
283..NM 1.50
283..VFN 1.10
283..VFN 1.20
283..VFN 1.20
284..NM 1.25
284..FN 0.75
286..NM 3.00
286..VFN+ 2.70
288..NM 2.50
289..NM 1.75
289..VFN 1.40
290-292..NM 1.75
292..VFN- 1.30
293-298..NM 1.75
298..VFN- 1.20
302..NM 1.25
302-303..VFN 1.00
304..NM 1.25
306..NM 3.00
308-309..NM 1.75
310-313..NM 1.00
310..FN- 0.50
314..NM 1.75
314..VFN+ 1.40
315..NM 1.75
315..VG+ 0.90
316-327..NM 1.75
328..NM 1.50
329-331..NM 1.25
333..NM 6.00
333..VFN 4.80
334..NM 2.75
335..NM 3.00
336..NM 2.00
337..NM 2.25
337..VFN 1.80
338-343..NM 2.00
344..NM 2.50
345-347..NM 2.00
347..VFN 1.60
348-349..NM 2.00
351-353..NM 1.25
354-355..NM 1.00
355..VFN 0.80
356..NM 1.00
356..VFN 0.80
358-359..NM 1.00
359..VFN 0.80
360-364..NM 1.00
364..VFN 0.80
365..NM 1.00
365..VFN- 0.75
366-373..NM 1.00
375-376..NM 1.00
379..NM 1.00
383..NM 2.00
384-389..NM 1.00
391-398..NM 1.00
400..NM 2.25
402-405..NM 1.00
405..VFN+ 0.90
406-407..NM 1.00
407..VFN 0.80
408-414..NM 1.00
417..NM 1.00
420-421..NM 1.00
445-446..NM 3.00
447..NM 2.50
448..NM 2.75
450..NM 1.75
450..NM- 1.75
451-454..NM 1.75

Captain America (Vol 3)
(3rd Series, 1996-1997)
5-6..NM 2.50

Captain America (Vol 3) Special Comicon Edition
(1996)
1..NM 6.50

Captain America (Vol 4)
(4th Series 1997 - present)
1..NM 3.50
1..NM
(Variant Cover) 5.95
2-3..NM 1.75
6..NM 1.75
11..NM 1.75
12..NM 2.50
13-14..NM 1.75
16-17..NM 1.75
21..NM 1.75
23-29..NM 1.75

Captain America - Goes To War
(1990)
1..NM 1.25

Captain America - The Drug Wars
(1994)
1..NM 2.50

Captain America - The Movie
(1992 One Shot)
1..NM 2.50

Captain America Annual
(2nd Series 1971-1994)
5..NM 2.75
5..VFN- 2.05
6..NM 2.75
7..VFN 2.20
7..VFN+ 2.50
8..VG- 6.00
8..NM 20.00
9-11..NM 1.75
12-13..NM 2.50

Captain America Sentinel of Liberty
(1998-1999)
1..NM 2.50
2..NM 1.75
4-5..NM 1.75
7-11..NM 1.75

Captain America: The Medusa Effect
(1994 One Shot)
1..NM 2.50

Captain Marvel (Vol 1)
(1968-1979 1st Series)

4..VFN-....9.30
5..VFN....9.00
5..VG-....3.75
10..FN....4.50
15..VG-....1.80
16..VG....1.90
27..VFN....11.25
31..NM-....10.75
32..VFN+....11.00
36..FN+....0.70
36..VG....0.35
42..FN....0.80
42..VFN....1.00
61..VG+....0.50

Captain Marvel (Vol 2)
(1995-1996 2nd Series)
1..NM....2.50
2-3..NM....1.50
5-6..NM....1.50

Captain Marvel (Vol 3)
(1999-present)
4..NM....2.00

Captain Marvel Special
(1989 one shot)
1..NM....1.00
1..VFN-....0.70

Carnage: Its a Wonderful Life
(1996 One Shot)
1..NM....4.00

Chamber of Darkness
(1969-1970)
1..G....4.80
1..VFN....19.00
1..VG....6.90
2..VFN....6.00

Champions, The
(1975-1978)
1..FN+....3.90
2..FN+....2.25
2..FN+....2.45
2..VFN-....2.60
4..FN....1.95
4..VFN....2.25
4-5..VFN-....2.25
6..FN....1.80
6..VFN....2.25
8..FN-....1.65
8..VG....1.20
10..VFN....2.40
10..VFN-....2.10
12..FN....2.25
12..VFN....2.80

Clandestine
(1994-1995)
8..NM....2.00
10-12..NM....2.00

Classic X-Men
(1986-1995)
1..NM....4.00
2..FN....1.80
2..NM....3.00
2..VFN-....2.10
3..NM....2.50
4..FN+....1.75
4..NM....2.50
5..NM....2.25
5..VG+....1.20
6-7..NM....2.25
7..VG+....0.90
8-9..NM....2.25
9..VFN....1.65
10..NM....3.00
11-13..NM....1.75
14..FN+....1.10
14-25..NM....1.75
25..VFN....1.40
26-29..NM....1.75
30..NM-....1.55
32..VFN....1.30
32..NM....1.75
35..NM....1.25
37-38..NM....1.25
39..NM....3.00
40-41..NM....1.25
43..NM....1.25
47..NM....1.25
53..NM....1.00
59..NM....1.00
61..NM....1.00

Clive Barkers Night Breed
(1990-1993)
10-11..NM....1.50
16..NM....1.50
18-22..NM....1.50
25..NM....1.50

Clive Barkers Book of the Damned II
(1992)
2..NM....3.50

Cloak & Dagger
(1985-1987 1st Series)
1..NM....1.25
2-3..NM....1.00
4-6..NM....1.25
8-10..NM....1.00
11..NM....1.50

Cloak & Dagger (Ltd)
(1983-1984 4 Issue Ltd Series)
2-3..NM....1.25
4..NM....2.00

Cloak & Dagger, The Mutant Misadventures of
(1988-1991 2nd Series)
1..NM....1.75
2..NM....1.25
3..NM....1.00
4-19..NM....1.25

Comet Man
(1986-1987 6 Issue Ltd Series)
1-6..NM....1.25

Conan the Adventurer
(1994-1995)
7-8..NM....1.25

Conan the Barbarian
(1970-1993)
3..NM....65.00
14..VG....7.40
18..VG+....4.80
22..FN....4.80
25..NM....7.50
25..VG+....3.00
32..G+....0.75
34..VG-....0.90
37..VFN-....3.50
41..FN....1.35
41..VG-....0.65
44..FN....1.35
45..VG....0.75
45..FN+....1.45
46..FN-....1.10
46..VG....0.75
47..VFN-....1.55
48..VFN....1.65
49..FN....1.35
49..VFN-....1.55
50..VG+....0.90
51..VFN+....1.20
51..VG....0.50
52-53..FN+....0.95
53..VG....0.50
54..FN+....1.95
56..FN....1.80
57..FN+....1.10
58..VFN-....1.20
59..VFN-....1.20
59..VFN....1.30
60..FN....1.05
60..VFN....1.30
61..FN....1.05
62..NM....1.75
63..VFN+....1.40
64..FN....1.05
65..FN-....0.85
65..VG+....0.70
66..FN+....0.80
67..VFN....0.90
67..VFN-....0.85
70..FN+....0.80
70..VFN-....0.85
72..VFN....0.90
74..VFN....1.00
74..VFN-....0.90
76..VFN-....0.85
77..VFN....0.90
77..VFN-....0.85
79..FN+....0.80
80..VFN-....0.85
81..FN....0.80
81..VFN-....0.85
83..NM....1.75
95..VFN-....0.85
125..VFN....0.75
143..NM....0.75
153..NM....0.75
179-180..NM....0.75
185..NM....0.75
189-191..NM....0.75
193..NM....0.75
217..NM....0.75
231..NM....0.75
233..NM....0.75
235..NM....0.75

Conan the Barbarian Annual
(1976-1987)
2..FN+....2.60

Conan the King
(1980-1989)
9..VG....0.70
14..VG+....0.85
15..VG....0.70
52..NM....1.25

Contest of the Champions II
(1999 5 Issue Ltd Series)
1-5..NM....2.00

Cosmic Powers (Ltd)
(1994 6 Issue Ltd Series)
1-2..NM....2.75

Creatures on the Loose
(1971-1975)
32..FN....0.80
32..VFN....1.00
36..VG+....0.50
37..FN....0.75
37..FN....0.80
37..FN+....0.90

Cutting Edge: The Hulk
(1995 One Shot)
1..NM....2.50

Cyclops & Phoenix, The Adventures of
(1994 4 Issue Ltd Series)
3-4..NM....2.50

Cyclops & Phoenix, The Further Adventures of
(1996 4 Issue Ltd Series)
1..NM....1.75

Daily Bugle
(1996-1997 3 Issue Ltd Series)
1-3..NM....1.50

Daredevil (Vol 1)
(1964-1998)
3-4..G....29.75
6..VG+....30.25
7..G+....23.75
8..VG-....22.00
8..FN....39.75
9..FN....39.75
9..VG....26.25
9-10..VG+....30.25
10..VG-....22.00
11..FN-....17.25
12..G+....9.75
12..VG....15.00
12..VG-....12.50
13..VFN....37.75
16..VG+....19.75
17..VG....17.25
17..FN+....31.75
19..VG+....17.50
20..G....7.00
22..FN-....11.25
25..FN....9.50
25..VG+....9.00
26..FN+....14.50
26..FN-....8.50
26..G-....2.45
27..VFN-....15.50
28..VFN....16.00
29..FN....9.50
30..FN+....14.50
33..FN+....9.20
33..G+....4.35
34..FN....7.50
34..VG+....7.00
34..VFN....12.50
35..FN....12.00
35..VG....5.80
35..VG+....6.60
36-37..VFN+....14.00
39..G+....3.30
41..FN+....6.60
41..FN+....8.10
42..VG+....4.10
47..FN+....6.30
47..VG....4.20
48..FN+....6.30
49..FN+....7.80
51..FN....9.00
51..G+....3.75
51..VG+....4.90
52..FN-....5.70
52..VG+....6.00
54..FN-....5.50
56..VG+....2.80
58..VG....2.45
59..FN+....4.50
60..VFN-....4.90
60..VG-....2.10
61..VFN+....5.60
64..FN-....3.00
65..VFN+....4.80
66..VFN-....4.20
66..FN....3.60
69..FN....3.60
72..FN-....3.50
74..FN-....3.00
78..FN-....3.25
82..FN-....3.50
83..FN+....4.50
104..FN+....2.60
109..VFN-....3.85
114..VG....1.40
115..G-....0.45
116..VFN-....2.25
117..VFN....2.40
119..VG+....1.20
120..G+....0.75
121..FN+....1.75
124..VFN-....1.75
125..FN+....1.75
125-126..VFN....2.00
128..FN+....1.75
128..VG....1.00
129..VFN-....1.75
130..FN-....1.40
131..NM....10.00
131..VFN-....7.00
132..FN....3.25
133..VFN....1.80
133..VFN+....2.00
134..VFN....1.80
134..FN+....1.60
135..VFN-....1.55
136..NM....2.25
137..VFN....1.80
137..VFN-....1.55
138..VFN+....5.40
138..VG+....3.00
138..VFN+....4.80
138..VFN....4.80
138..VFN....4.50
139..VG....1.00
139..VFN+....2.25
140..FN+....1.75
140..VFN....2.00
140..VFN-....1.90
142..FN-....1.25
142..VG....0.85
142..VFN....1.85
142..VFN....2.00
143..VFN+....2.25
145..NM....2.50
145..VFN-....1.75
149..FN....1.50
149..FN+....1.60
149..VFN+....2.00
149..VFN+....2.25
151..VFN+....2.25
151..VFN-....1.75
152..VFN-....1.40
153..NM....2.00
155..FN+....1.60
155..VFN-....1.75
155..NM....2.50
156..NM....2.50
156..VFN+....2.25
157..FN-....1.25
157..NM....2.50
159..VFN+....10.25
162..VG....1.20
164..VFN+....5.60
165-166..NM....6.00
167..FN+....3.90
168..VG....5.60
168..NM-....14.25
168..VFN....12.00
169..VFN+....12.00
174-180..NM....3.50
181..NM....6.00
182..NM....4.50
183..NM....5.00
183..NM-....4.50
184..NM....5.00
184..NM-....4.50
185-188..NM....2.50
188..VFN-....1.75
189..NM....2.50
190..NM....3.50
190..VFN+....2.80
191..NM....2.25
192..VFN+....1.35
193..VFN-....1.05
194..NM....1.50
194..VFN+....1.20
196..FN....2.70
196..NM....4.50
198..FN....0.90
198..VFN-....1.05
199..NM....1.50
199..VFN-....1.05
200..NM....2.50
214..NM....1.50
218..NM....1.50
223..VFN-....0.85
223..VG+....0.50
225..VFN-....0.85
230..NM....2.00
233..FN-....1.00
233..FN....1.20
234-236..NM....1.50
237..NM....1.25
238..FN+....2.25
239..NM....1.25
239..VFN+....1.00
240..NM....1.25
241..NM....3.25
242..NM....1.25
243..FN+....0.80
243-247..NM....1.25
248..VFN....2.60
248..NM....3.50
249..VFN....2.60
249..FN+....2.25
250..NM....2.50
251..NM....2.00
252-253..NM....3.75
253..NM-....3.35
254..NM....6.00
254..VFN+....4.80
254..VG+....2.40
255..NM....4.25
255..VFN-....2.95
256..FN....1.65
256..NM....2.75
257..NM-....10.75
257..VFN-....8.40
258-259..NM....2.25
258..FN+....1.45
259..NM-....2.00
260..FN+....1.45
260..NM....2.25
261..NM....1.25
261..VFN+....1.00
262..NM....1.25
262..VFN+....1.00
264..NM....1.25
264..VFN+....1.00
265..NM....1.25
267-268..NM....1.25
269..VFN-....0.85
270-274..NM....1.25
277-280..NM....1.00
280..VFN....0.75
281-282..NM....1.00
282..VFN-....0.70
283-286..NM....1.00
287..FN....0.60
288..NM....1.00
290-291..NM....1.00
292..NM....1.50
293..FN....0.90
293..NM....1.50
293..VFN-....1.05
294..NM....1.00
295..NM....1.50
296..NM....1.00
297-298..NM....1.25
298..VFN-....0.85
299..NM....1.25
299..VFN+....1.00
300..NM....2.50
300..VFN+....2.00
301..NM....1.00
301..VFN....0.75
302-305..NM....1.00
307-316..NM....1.00
319..NM (2nd Printing)....2.50
319..NM....6.00
320..NM....4.00
321-322..NM....2.50
323-324..NM....2.00
324..NM-....1.80
325..NM....3.00
326..NM....1.50
332..NM....1.25
333-338..NM....1.00
350..NM....2.50
361-362..NM....1.00
365..NM....1.00
365-367..NM....1.50
371..NM....1.50
375..NM....2.50

Daredevil Annual
(1967 - present)
4..NM....3.00
4..NM-....4.05
6-8..NM....2.25
9..NM....2.50

Daredevil Man Without Fear
(1993-1994 5 Issue Ltd Series)
1..NM....5.95
2-5..NM....4.95

Dazzler
(1981-1986)
2..NM....1.25
3-7, 9, 11..NM....1.00
12, 14..VFN....0.80
16-18..NM....1.00
40..NM....1.25

Deadpool
(1996-present)
11..NM....3.00
14..NM....1.50
29..NM....1.75
39..NM....1.75

Deadpool: The Circle Chase
(1993 4 Issue Ltd Series)
1..NM....3.95
2..NM....2.50

Deathlok
(1-4 Squarebound Mini-series)
1..NM....4.00
2-4..NM....3.50

Deathlok (Vol)
(1991-1994)
1..NM....3.50
2..NM....2.50
3-5..NM....2.00
6-7..NM....1.75
8..NM....1.25
9..NM....1.50
10..NM....1.75
11-18..NM....1.25
19..NM....1.75
20-24..NM....1.25
25..NM....2.20
26-27..NM....1.25
30-33..NM....1.25

Deathlok (Vol 2)
(1999-present)
2..NM....2.50
3-5..NM....1.75
7-9..NM....1.75

Deathlok Annual
(1992-1993)
1..NM....1.75
2..NM....2.20

Deathlok Special
(1991 Issue Ltd Series)
3..NM....1.75

Deaths Head
(1989)
1..FN+....2.25
1..VFN-....2.45
2..VFN....1.85
2..VFN....2.00
3..VFN....1.50
3..NM....2.00
4..NM....1.50
6-10..NM....1.50

Deaths Head II
(1992-1994 2nd Series)
1..NM....2.50
2-3..NM....2.00
6..NM....1.50
11..NM....2.00

Defenders
(1972-1986)
6..FN....6.60
7..VFN-....7.70
11..VFN....4.50
11..VFN+....4.80
15..FN....4.20
17..VG-....1.20
19..FN-....2.00
22..FN-....1.50
27..FN....2.10
38..VFN....2.00
41..VG....0.80
41..FN-....1.20
44..NM....2.00
46..NM....2.00
51..VG....0.60
52..VG+....0.80
53..FN-....0.85
53..VFN-....1.30
54..VFN....1.30
54..VFN-....1.20
71..FN+....0.95
100..NM....2.50
105..NM....1.25
110..FN....0.80
110..NM....1.25
115-116..NM....1.25
116..VFN....1.00
117..NM....1.25
120..VFN....1.00
126-128..NM....1.25
130-131..NM....1.25
131..VFN....1.00
132-133..NM....1.25
133..VFN....1.00
134-137..NM....1.25
137..VFN....1.00
138-139..NM....1.25
140..VFN....1.00
141..NM....1.25
143-149..NM....1.25
151..NM....1.25
152..NM....2.50
152..VFN-....1.75

Doc Samson
(1996 4 Issue Ltd Series)
1-2..NM....1.50

Doc Savage
(1972-1974)
4..FN....1.95

Dr Strange (Vol 1)
(1968-1969 1st Series)
169..FN+....47.50
171..VG....7.20
171..VG....10.00
172..VFN-....18.75
173..FN+....17.50
173..FN-....13.75
174..FN-....13.75
174..G....5.00
174..FN+....17.50
177..VG....8.00
177..VG+....10.00
178..VG....7.00
183..VG-....6.00

Dr Strange (Vol 2)
(1974-1987 2nd Series)
7..VFN+....3.60
7-8..VFN-....3.00
10..FN....2.60
10..VFN-....3.00
11..FN+....2.10
11..VFN-....2.25
12..NM....3.00
13..VFN-....2.10
13..VG....1.05
18..FN+....1.60
19..VFN-....1.75
20..VFN....1.85
21..FN+....1.40
21..VFN-....1.40
25..FN+....1.60
25..VFN+....2.25
25..VG+....1.00
26..FN....1.30
26..FN+....1.40
26..FN-....1.00
26..NM....2.00
26..VFN+....1.80
26..VFN-....1.40
26..VFN-....1.50
27..VFN-....1.50
27..NM....2.00
27..VFN....1.60
28..FN+....1.40
28..VFN+....1.60
28..VFN+....1.80
29..FN....1.30
29..FN+....1.40
29..NM....2.00
29..VFN+....1.80
30..NM....2.00
30..VFN....1.60
30..VFN+....1.80
30..VG+....1.00
31..NM....1.50
31..VFN-....1.05
31..VFN-....1.10
33..NM....1.50
33..VFN+....1.35
34..NM....1.50
34..VFN....1.10
34..VFN+....1.35
39-40..NM....1.50
44-45..NM....1.50
45..VFN-....1.05
46-47..NM....1.50
47..VFN....1.20
48-49..NM....1.50
49..VFN+....1.35
50..NM....1.50
51-53..NM....1.25
54..NM....1.50
54..VFN+....1.20
55-56..NM....1.50
58-60..NM....1.25
63-64..NM....1.25
67..NM....1.25
69-70..NM....1.25
74..NM....1.50
77..NM....1.50
78..NM....2.50
79-80..NM....1.50
81..NM....2.50

Dr Strange (Vol 3)
(1988-1996 3rd Series)
2..NM....1.50
9-13..NM....1.25
15-24..NM....1.25
26-27..NM....1.25
28-29..NM....1.75
30-31..NM....1.25
32-35..NM....1.00
36..NM....1.50
37..NM....1.00
38-41..NM....1.25
42..NM....1.50
43-49..NM....1.00
50..NM....2.50
51-52..NM....1.00
54-57..NM....1.00
68..NM....1.00
72-74..NM....1.25
82..NM....1.25
83..NM....1.00
85-86..NM....1.25

Doctor Strange Annual
(1991-1994)
1..FN+....2.45
1..VFN+....3.15
2-3..NM....1.75

Doctor Strange: The Flight of Bones
(1999.4 Issue Ltd Series)
1-4..NM....2.00

Doctor Who
(1984-1986)
6, 10..NM....1.00

Doctor Zero
(1988-1989)
1-4..NM....1.00

Domination Factor: Avengers
(1999 4 Issue Ltd Series)
1-4..NM....2.00

Domination Factor: Fantastic Four
(1999 4 Issue Ltd Series)
1-4..NM....2.00

Doom 2099
(1993-1996)
1..NM....2.50
2-13..NM....1.00
15-23..NM....1.00
29..NM....2.95
34-37..NM....1.25
39..NM....1.25

Double Edge: Alpha
(1995 One Shot)
1..NM....3.50

Double Edge: Omega
(1995 One Shot)
1..NM....3.50

DP7
(1986-1989)
1..NM....1.00
2-17..NM....0.25
18-30..NM....1.50
32..NM....1.50

DP7 Annual
(1987)
1..NM....0.50

Dracula Lord of the Undead
(1998 3 Issue Ltd Series)
3..NM....2.00

Draft, The
(1988 One Shot)
1..NM....2.00

Dragons Claws
(1988-1989)
5..NM (1st Deaths Head)....3.50
6..NM....1.00

Earth X
(1999-2000 14 Issue Ltd Series)
7..NM....2.50
10-11..NM....2.50

Elecktra Saga
(1984 4 Issue Reprint Series)
1..NM....4.00
3-4..NM....3.50

Elektra
(1996-present)
-1..NM....1.50
1..NM....2.50
3..NM....1.50
8-9..NM....1.50
11..NM....1.50
13-14..NM....1.50
16..NM....1.50
18-19..NM....1.50

Elektra Megazine
(1996 Reprint Comic)
1-2..NM....3.50

Elektra: Assassin
(1986-1987)
4-5..NM....2.00

Elektra: Root of Evil
(1995 4 Issue Ltd Series)
1-2..NM....2.50

Elfquest
(1985-1988 2nd Series)
2..NM....1.25
3..VFN-....0.85
4..NM....1.25
5..FN+....1.60
6..NM....1.00
7..NM....4.50
9-12..NM....1.00
12..NM-....0.90
13-20..NM....1.00
20..VFN+....0.80
21..NM....1.00
22-31..NM....1.25

Eternals Giant Size Spectacular
(1991 One Shot)
1..VFN....1.20

Eternals, The
(1976-1978)
2..VG....0.70
3-4..VG+....0.60
9..FN+....1.05
9, 14..FN-....0.75
15..VG+....0.70
17..VFN-....1.05
18..VG....0.50

Eternals, The
(12 Issue Ltd Series)
3-6, 8-10..NM....1.00
12..NM....1.50

Excalibur
(1988-1998)
-1..NM....1.50
1..NM....6.00
3-4..NM....3.50
5-7..NM....2.50
8-10..NM....2.00
11-15..NM....1.50
16-22..NM....1.25
24..NM....1.25
26-31, 33..NM....1.25
35-36, 38, 39..NM....1.25
42-45..NM....2.25
47-49, 51..NM....1.25
53..VFN+....1.00
60..NM....1.25
71..NM....5.95
72..NM....1.50
75..NM....3.50
76..NM....1.50
77, 84, 86-89..NM....1.75
90..NM....2.50
91-95, 97..NM....1.75
100..NM....2.50
101-105..NM....1.75
111-121, 123..NM....1.75

Excalibur Annual
(1993-present)
1..NM....2.50

Excalibur: Air Apparent
(1991 One Shot)
1..NM....3.50

Excalibur: Mojo Mayhem
(1990 Squarebound One Shot)
1..NM....3.50

Excalibur: The Sword is Drawn
(1988 One Shot)
1..NM....6.50

Factor X
(1995 4 issue Ltd Series)
1..NM....3.50
2-4..NM....2.50

Falcon, The
(1983-1984 4 Issue Ltd Series)
1-2..NM....1.00

Fallen Angels
(1987 8 Issue Ltd Series)
1-8..NM....1.00

Fantastic Force
(1994-1996)
1..NM....2.50
2-6, 11-17..NM....1.25

Fantastic Four & Fantastic Four 98
(1998 One Shot)
1..NM....2.50

Fantastic Four (Vol 1)
(1st Series 1961-1996)
17..G+....38.00
20..VG- (1st Molecule Man)....48.00
21..G-....13.75
22..VG-....26.25
23..G+....20.75
24..FN+....58.00
27..G+....19.00
30..VG-....21.50
35..VG....18.75
37..VG....18.00
39..VFN-....38.75
44..FN....18.25
47..FN-....17.00
49..G+....27.00
59..VFN....27.00
59 VFN-....23.25
60..VFN-....21.50
64..VG+....9.00
66..FN- (1st Warlock)....19.00
67..FN (2nd Warlock)....25.75
67..VG- (2nd Warlock)....14.25
68..VG+....7.20
71..G....3.00
73..VFN+....19.00
83..VG+....4.90
103..G+....1.75
107..VFN-....5.20
111..FN....4.50
125..VG....2.60
125 ..VG-....2.25
134..FN....2.70
139..VFN....3.35
142..VFN-....2.60
142..VG-....1.10
144..FN+....4.80
145..NM-....4.05
149..VFN....3.00
153..FN....2.10
156..VFN+....3.20
157..VFN....3.00
157..VG+....1.60
158..FN+....1.95
163..FN....1.50
163..VG....0.85
164..VG+....1.20
167..VFN-....2.10
170..VG-....0.75
171..FN....1.50
171..VG....0.85
173..VFN-....2.10
174..VFN+....2.40
174..NM....3.00
174..FN....1.80
175..VFN-....2.10
175..FN+....1.95
176..NM....3.00
177..FN....1.20
177..NM-....1.80
177..VFN-....1.40
177..VG+....0.80
178..VFN....1.50
179..VFN-....1.05
180..FN....0.90
180..VFN+....1.20
180..VFN-....1.05
181..VFN+....1.20
181..VFN-....1.05
182..VFN-....1.05
182..VG+....0.60
182..NM....1.50
183..FN+....0.95
183..NM....1.50
183..VFN....1.10
184..FN+....0.95
184..VFN+....1.35
184..VFN-....1.05
184..VG....0.60
185..VFN-....1.10
185..FN+....1.05
185..NM....1.50
185..VFN-....1.05
186..NM....1.50
187..VFN....1.10
187..VFN-....1.05
187..VFN-....1.10
188..FN+....1.10
188..VG+....0.70
189..VFN....1.20
196..VFN-....1.40
197..NM....2.50
202-203..NM....2.50
203..NM-....2.25
204..NM....2.50
206..NM....2.50
212..NM....2.50
215..NM....2.25
215..NM....3.00
216..NM....2.25
216..NM....3.00
216..VFN....2.25
216..VFN....2.40
217..FN....1.50
218..VFN+....2.70
219..NM....2.50
220..NM....3.00
220..VFN-....2.10
221..NM....3.00
222..FN+....1.60
224..VFN-....1.05
224..VFN+....1.35
225..VFN....1.10
225..NM....1.50
226..NM....1.50
226..VFN....1.10
227..FN-....1.00
227..NM....2.00
227..VFN....1.60
228..NM....2.00
228..VFN....1.60
228..VFN+....1.80
229-230..NM....1.50
230..VFN+....1.20
231..VFN+....1.20
231..NM....1.50
232..NM....2.00
232..VFN....1.60
233..FN....1.20
233..NM....2.00
234..NM....1.50
234..VFN....1.10
235..NM....1.50
240..NM....1.50
245..VFN+....1.60
246..NM....1.50
246..VFN+....1.35
248..FN+....0.95
248..NM....1.50

251..NM 1.50
253-255..NM 1.50
255..VFN 1.10
256..VFN 1.05
263..FN+ 0.95
263..FN+ 1.05
263-264..NM 1.50
270-272..NM 1.50
272..VFN+ 1.20
272..VFN 1.10
277..VFN 1.05
282..NM 2.50
285..FN+ 0.95
286..NM 3.00
287-288..NM 1.50
290..VFN 1.05
291-294..NM 1.50
295..FN 0.90
295-298..NM 1.50
299 NM 1.00
300..FN+ 0.95
300..NM 1.50
301-306..NM 1.00
307-309..NM 1.25
310-311..NM 1.00
312 NM 1.50
313-314..NM 1.25
315-318..NM 1.00
319..NM 2.00
320..VFN 1.10
321-322..NM 2.00
323-325..NM 1.00
327-346..NM 1.00
347..NM 3.50
347..VFN-
(2nd Printing) 1.20
348..NM
(2nd Printing) 2.00
348 NM 3.50
348..VFN+ 2.80
354-355..NM 1.00
358..NM 2.50
359-367..NM 1.00
371 NM 2.95
372-374..NM 1.00
375..NM 2.50
377..NM 1.25
387..NM 2.50
392-394..NM 1.25
396..NM 1.25
398..NM 1.25
398-399..NM
(Holographics cover) 2.00
400..NM
(Holographics cover) 2.50
401..NM 1.25
403-405..NM 1.25
408 NM 1.25

Fantastic Four (Vol 2)
(2nd Series 1996-1997)
1..NM 5.95
2-6..NM 3.50
7-8..NM 2.25

Fantastic Four (Vol 3)
(3rd Series 1997-present)
1..NM 3.50
1 NM
(Variant Cover) 5.95
6-7, 17-19..NM 1.75

Fantastic Four 2099
(1996)
3-4..NM 1.25
7..NM 1.25

Fantastic Four Annual
(1963-1994)
4..FN+ 31.75
6..VG+ 11.00
8..VG 3.85
15-16..NM 2.50
16..VFN- 1.75
20-21..NM 2.25
22-27..NM 1.75

Fantastic Four UnLtd
(1993-present)
1-3..NM 3.50
7-9..NM 3.50

Fantastic Four vs X-Men
1987 Four issue mini series
1-4..NM 1.50

Fantastic Four: Atlantis Rising Collectors Preview
(1995 One Shot)
1..NM 1.75

Fantastic Four: Marvel Action Hour
(1994-1995)
1-4..NM 1.25
7-8 NM 1.25

Fantasy Masterpieces
(1966-1967 1st Series)
4..VFN- 7.40

Firestar
(1986 4 Issue Ltd Series)
1-4..NM 1.25

Force Works
(1993-1996)
1..NM 3.50
2-5..NM 2.00
5..NM
(Polybag Edition) 2.50
6-11..NM 1.25

Frankenstein, The Monster of
(1973-75)
3..FN- 3.50
3..VFN- 4.90
5..VFN+ 4.80
15..FN+ 1.25
15..VG+ 1.20
16-17..NM 3.00
18..VFN 2.25

Fury Agent 13
(1998 2 Issue Ltd Series)
2..NM 2.50

Galactic Guardians
(1994 4 Issue Ltd Series)
1-3..NM 1.25

Galactus the Devourer
(1999 6 Issue Ltd Series)
2-3..NM 3.00
4..NM 2.00

Gambit
(1998-present)
1..NM 2.50
2..NM 2.00
3-7..NM 1.75

Gambit & The X-turnals
(1995 4 Issue Ltd Series)
1..NM 3.50
2-4..NM 2.50

Gambit (Ltd 1994)
(1993-1994 4 Issue Ltd Series)
1..NM 3.50
2-4..NM 2.75

Gargoyle
(1985 4 Issue Ltd Series)
1-4..NM 1.00

Generation Next
(1995 4 Issue Ltd Series)
1..NM 2.75
2-4..NM 2.50

Generation X
(1994-present)
1..NM 6.50
5, 7-9, 12-13..NM 1.75
23-24, 28, 30..NM 1.75
32-33..NM 1.50
34-44, 47-48..NM 1.75
51..NM 2.25
52-54..NM 1.75
56 NM 1.75
62..NM 1.75

Generation X Annual
(1994-present)
1995..NM 2.75

Generation X Underground
(1998 One Shot)
1..NM 2.00

Generation X/Gen 13
(1997)
1..NM 3.50

Ghost Rider (Vol 1)
(1973-1983 1st Series)
1..VG 15.75
1 VG- 13.50
2..FN+ 13.00
2..FN+ 14.00
2..VFN 15.00
3..FN 8.00
3..FN- 6.20
3..VFN- 9.30
3..VG 4.35
4 G 2.00
4..VFN- 7.50
7..FN+ 5.60
8..VFN+ 6.80
9 VG 2.60
9 VG+ 3.75
10..VG 2.60
10..VG+ 3.00
11..FN+ 3.50
11..FN- 2.50
11..VFN- 3.50
12..FN+ 3.25
12-13 FN+ 3.50
13 VFN- 3.75
13 VFN+ 4.00
13 VG 1.75
14 G+ 1.25
14 VFN+ 4.00
14 FN+ 3.50
15..FN+ 3.50
15 VFN 3.75
15..VFN 4.00
15 VFN+ 4.00
16..FN 3.25
16 NM 5.00
16..VFN+ 4.50
16..VFN- 3.50
17..NM 5.00
17..VFN+ 4.50
17..FN- 2.75
17..FN+ 3.25
17..VFN- 3.75
18 FN+ 3.25
18 NM 5.00
18..VFN 4.00
18 VG+ 2.50
19 G+ 1.25
19 VFN 4.00
19..VG 1.75
20..NM 6.00
21..NM 3.50
22 NM 3.00
22..VFN+ 2.70
30..NM 3.50
31..NM 3.00
31 VFN+ 2.70
36 FN+ 1.95
36 NM 3.00
36 VFN+ 2.70
37 VFN 1.85
38 VFN+ 2.40
39 NM 2.25
39 VFN 1.65
40 NM 2.25
40 VFN- 1.55
41 FN 1.35
41-42..NM 2.25
42 VFN 1.65
42..VFN+ 2.00
43-45 NM 2.25
45 VFN 1.80
46-47 NM 2.25
48 FN 1.40
48-49..NM 2.25
50..NM 3.50
51..NM 2.00
51 VFN 1.60
51..VFN+ 1.80
52..NM 2.00
52..VFN 1.60
54..NM 2.25
55..FN 1.50
55-56..NM 2.25
56 VFN 1.80
57..VFN- 1.55
57 FN+ 1.60
57..NM 2.25
58..NM 2.25
58..VFN+ 2.00
59-60..NM 2.25
60-61..VFN 1.80
62 NM 2.25
64..VFN+ 2.00
65-66..NM 2.25
66..VFN 1.80
68..FN 1.50
69 NM 2.25
69..VFN+ 2.00
70-74 NM 2.50
74 NM 2.53
74 VFN+ 2.25
74 VFN- 1.85
75 FN+ 1.75
75 NM 2.50
75 NM 2.53
75 VFN 2.00
76..NM 2.50
76..VFN 2.00
78 NM 3.00
78 VFN 2.40
78..VFN+ 2.70
78 VFN- 2.25

Ghost Rider (Vol 2)
(1990-1998 2nd Series)
1..NM 15.00
2..NM 6.00
3-4 NM 3.00
5..NM 3.50
5-7..NM 2.50
8-10 NM 2.00
11-14 NM 1.50
15 NM 2.50
16-17..NM 2.00
18-24..NM 1.50
25..NM 2.50
26-27..NM 3.00
28..NM 3.75
29..NM 2.50
30 NM 1.50
31 NM 1.75
32-39 NM 1.50
40 NM 2.50
41-49 NM 1.50
52-56 NM 1.50
58-60 NM 1.50
62-64..NM 1.50
66 NM 1.50
69-73 NM 1.50
79-80..NM 1.50
82-83..NM 1.50
90..NM 1.50

Ghost Rider 2099
(1994-1996)
4-6..NM 1.00
8-12..NM 1.00
13..NM
(,,,) 1.25
15-19..NM 1.25
5-10, 13-14..NM 1.50

Heroes Reborn: Masters of Evil
(1999 One shot)
1..NM 1.75

Heroes Reborn: Rebel
(1999 One Shot)
1..NM 1.75

Heroes Reborn: Remnants
(1999 one Shot)
1..NM 1.75

Howard the Duck
(1976-1979 & 1986)
2..FN+ 1.30
3..FN 1.20
4 VG+ 0.80
5..VFN- 0.85
6-8..VFN 0.90
8-9..VFN+ 1.00
10..NM 1.25
11..VFN 0.90
19..VFN- 0.85
32..FN 0.75

Howard the Duck Annual
(1977)
1..VFN 1.85

Hulk 2099
(1994-1995)
1..NM 1.25
2-7..NM 1.00

Human Torch, The Saga of the Original
(1990 4 Issue Ltd Series)
1-4..NM 1.25

Iceman (Ltd)
(1994 4 Issue Ltd Series)
1-4 NM 1.25

Impossible Man Summer Vacation Special
(1990-1991)
2..NM 1.75

Incredible Hulk & Wolverine
(1986 one shot)
1..VFN 7.50

Incredible Hulk
(1968-1999)
-1..NM 1.25
103..VFN-
(Pencil on cover) 33.75
103..VG 13.00
103..VG+ 22.50
104..VG 11.50
104 VG- 9.30
104 FN+ 27.25
106 VG 9.75
106..FN 12.50
108..FN 16.50
110..VG+ 7.40
114 VFN- 10.75
116..VFN 11.50
117..FN 10.25
117..VFN- 9.75
121..FN+ 8.40
121..FN- 6.60
126..VG+ 3.00
127..VFN 5.60
127 VFN- 5.20
127..FN+ 4.90
129..VFN- 5.60
130..FN 4.80
130..FN+ 4.80
130..VFN- 5.60
131 VFN- 4.20
132 VFN- 4.50
133 FN- 3.00
161..VFN 3.35
164..G 1.20
164..VG 2.10
171..FN+ 4.50
174..VFN- 2.80
178..VFN 5.20
182 VG+ 16.00
215..FN+ 1.30
217 FN- 1.00
260 NM 1.25
(1982 4 Issue Ltd Series)
1..NM 1.00
1 VFN 0.75
2..FN 0.60
2-3..NM 1.00
3..VFN- 0.70
4..NM 1.00
4 FN+ 0.65

Hero For Hire, Luke Cage
(1972-1973 becomes Powerman)
10..VG 2.00

Heroes for Hire
(1997-1998)
2..NM 2.00
5-10, 13-14..NM 1.50

Heroes Reborn: Masters of Evil
(1999 One shot)
1..NM 1.75

Heroes Reborn: Rebel
(1999 One Shot)
1..NM 1.75

Heroes Reborn: Remnants
(1999 one Shot)
1..NM 1.75

Howard the Duck
(1976-1979 & 1986)
2..FN+ 1.30
3..FN 1.20
4 VG+ 0.80
5..VFN- 0.85
6-8..VFN 0.90
8-9..VFN+ 1.00
10..NM 1.25
11..VFN 0.90
19..VFN- 0.85
32..FN 0.75

Howard the Duck Annual
(1977)
1..VFN 1.85

Hulk 2099
(1994-1995)
1..NM 1.25
2-7..NM 1.00

Human Torch, The Saga of the Original
(1990 4 Issue Ltd Series)
1-4..NM 1.25

Iceman (Ltd)
(1994 4 Issue Ltd Series)
1-4 NM 1.25

Impossible Man Summer Vacation Special
(1990-1991)
2..NM 1.75

Incredible Hulk & Wolverine
(1986 one shot)
1..VFN 7.50

Incredible Hulk
(1968-1999)
-1..NM 1.25
103..VFN-
(Pencil on cover) 33.75
103..VG 13.00
103..VG+ 22.50
104..VG 11.50
104 VG- 9.30
104 FN+ 27.25
106 VG 9.75
106..FN 12.50
108..FN 16.50
110..VG+ 7.40
114 VFN- 10.75
116..VFN 11.50
117..FN 10.25
117..VFN- 9.75
121..FN+ 8.40
121..FN- 6.60
126..VG+ 3.00
127..VFN 5.60
127 VFN- 5.20
127..FN+ 4.90
129..VFN- 5.60
130..FN 4.80
130..FN+ 4.80
130..VFN- 5.60
131 VFN- 4.20
132 VFN- 4.50
133 FN- 3.00
161..VFN 3.35
164..G 1.20
164..VG 2.10
171..FN+ 4.50
174..VFN- 2.80
178..VFN 5.20
182 VG+ 16.00
215..FN+ 1.30
217 FN- 1.00
260 NM 1.25
263-264..NM 1.25
272 VFN+ 1.00
285-287..NM 1.25
290-291..NM 1.25
298..NM 1.25
300..NM 5.00
302..NM 1.25
312 NM 1.50
314..NM 2.00
317..FN+ 0.95
324..NM 5.00
325..NM 3.00
326..VFN+ 2.40
327..NM 1.50
327..VFN+ 1.20
327..VFN- 1.05
328..NM 3.00
329..NM 2.00
329..NM- 1.80
330..NM 11.00
330..VFN- 7.70
336..NM 5.00
336..VFN+ 4.00
337..VG+ 2.00
337 NM 5.00
337..VFN+ 4.00
338..VFN 3.00
338..NM 4.00
339..NM 4.00
339 VFN 3.00
340 NM 12.00
341 NM 3.50
346..NM 3.00
349..NM 1.50
350 NM
(Thing vs Hulk) 5.00
351..NM 1.25
353-358..NM 1.25
359..NM 1.75
360..NM 1.25
362..NM 1.25
367 VFN- 5.60
367..NM 8.00
367 VFN+ 7.20
368..NM 3.25
369..NM 4.50
370 NM 3.50
370..VFN 2.80
370..VFN+ 3.15
371..NM 3.50
372..NM 5.00
372 NM- 4.50
373..NM 3.00
373..VFN- 2.10
374 NM 3.00
377..NM 6.00
378..NM 2.25
379..VFN- 3.50
380..NM 2.25
381..VFN- 1.55
382-383..NM 2.25
384..FN+ 1.45
384..NM 2.25
384..VFN 1.65
385-392..NM 2.25
393..NM 3.50
394-398..NM 1.75
400..NM 4.95
401-417..NM 1.75
418..NM
(Deluxe Edition) 3.50
418..NM 2.00
419-423..NM 1.75
425..NM 2.50
426-434 NM 1.75
439 NM 1.75
442..NM 1.75
447-448 NM 1.75
449..NM
(1st Thunderbolts) 5.00
451-453..NM 1.75
458-460 NM 1.75
468-472 NM 1.75
473 NM 2.00
474..NM 2.50

Incredible Hulk (Vol 3)
(1999-present)
1 NM 3.50
1..NM
(Variant Cover) 5.95
4-5..NM 2.00
6-7..NM 1.75
8..NM
(Wolverine app.) 3.50
9..NM 2.00
10-11..NM 1.75

Incredible Hulk Annual
(1968-1994)
2..VG 6.50
6..VFN 3.75
9-10, 13, 16 NM 2.50
17-20..NM 2.25
1997 NM 2.25

Incredible Hulk
(1st Thanos) 20.00
56..VG+ 3.30
56..VFN- 6.20
57..VFN 4.50
58..NM- 4.50
59..VG 1.75
60..VFN- 3.75
61..FN+ 3.25
62..FN 3.00
62..VFN+ 4.00
63..FN 3.00
63..FN- 2.50
63..VG- 1.50
64..G+ 1.25
64..VG+ 2.00
65..FN+ 3.25
65..VFN- 3.75
69..FN+ 2.90
69..NM 4.50
72..VFN 2.40
73..VFN+ 2.40
73..VFN- 2.25
74..VFN 2.40
74..VFN+ 2.70
75..VFN+ 2.40
75..VFN- 2.10
75..VG 1.20
75..VG+ 1.50
77..VFN 2.40
77..VG 1.20
78 FN+ 2.10
78..VFN 2.40
79 VFN+ 2.70
80..VG 0.90
81..VFN 1.85
81..VG+ 1.25
82..VG 0.85
83..VG+ 1.25
83..VFN- 1.80
83..VFN- 1.85
83..VG+ 1.00
84..FN+ 1.60
84..FN+ 1.75
86..FN+ 1.75
86..VG- 0.75
88..FN+ 1.75
88..FN 1.60
89..VFN- 1.85
89..VFN- 1.75
89..VFN 2.00
89..VFN+ 2.25
90..FN+ 1.75
90..VFN- 1.85
91..FN 1.30
91..FN+ 1.40
91..NM 2.00
91..VFN+ 1.60
91-92..VFN+ 1.80
92..VFN- 1.50
93..FN+ 1.40
93..VFN 1.60
94..FN+ 1.40
94..VFN 1.60
94..FN- 1.00
96..VFN+ 1.80
96..VFN- 1.40
97..NM 2.00
97..VFN- 1.50
98..NM 2.00
98..VFN 1.60
99..NM 2.00
99..VFN+ 1.80
100..NM 4.00
100 VG+ 1.60
101..VFN- 1.50
102..VFN 1.60
102..VFN- 1.50
103..NM 2.00
103 VFN 1.60
103..FN 1.30
104..FN+ 1.40
104..NM 2.00
104..VG+ 1.00
105..FN+ 1.40
105 NM 2.00
105..VFN 1.60
106 NM 2.00
106..VFN- 1.50
107..FN+ 1.40
108..VFN+ 1.80
108..VFN 1.60
108..NM 2.00
109..VFN+ 1.80
109..NM 2.00
110..FN 1.60
110..NM 2.50
110..VFN+ 2.25
110..VFN- 1.85
111..NM 2.00
111..VFN 1.60
116..NM 3.00
122..NM 2.00
122..VFN 1.60
123..NM 2.25
124..FN 1.45
124..NM 2.25
124..VFN 1.80
125..FN+ 1.45
125..NM 2.25
125..VFN 1.80
127..NM 2.25
127-128..VFN 1.80
128..VFN+ 2.00
128..VFN- 1.70
130..NM 2.00
131..NM 1.50
134..FN+ 1.05
134..FN+ 1.05
134-135..NM 1.50
136..FN+ 0.95
136..VFN 1.20
136..NM 1.50
137..FN+ 0.95
137..NM 1.50
137..VFN 1.10
137..VFN- 1.10
138..NM 1.50
138..VFN 1.10
138..VFN 1.20
138..VFN- 1.05
138..VFN- 1.10
138 VG 0.60
139..VFN 1.10
139..VFN 1.20
139..FN+ 0.95
140..NM 1.50
141..FN+ 1.05
141..NM 1.50
141..VFN 1.20
142..NM 1.50
143-144..NM 2.00
145 NM 1.50
145..VFN 1.10
146..VFN+ 1.20
147..NM 1.50
147..VFN 1.20
147..VFN+ 1.35
148..VFN 1.20
148..NM 1.50
149..VFN- 1.05
150..NM 2.00
151..FN 0.80
151..NM 1.25
152..FN 0.80
152..NM 1.25
152..VFN 0.90
153-154..NM 1.25
154..VFN- 0.85
155..NM 1.25
155..VFN 1.00
156..NM 1.25
156..VFN- 0.90
158..NM 1.25
158..VFN 1.00
159-160..NM 1.25
160..VFN 1.00
161..FN+ 0.80
161..NM 1.25
161..VFN 1.00
162..NM 1.25
162..VFN 1.00
162..VFN+ 1.10
163..NM 1.25
163..VFN 0.90
164-165 NM 1.25
166-167 NM 1.50
167..VFN- 1.10
167..VFN+ 1.35
168..VFN- 1.10
168..VFN 1.20
169..NM 3.00
169..VFN 2.40
169..VFN+ 2.70
170..NM 3.00
171..NM 2.00
172..NM 1.50
172..VFN 1.20
173-175..NM 1.50
176-181..NM 1.25
181..VFN 1.00
182-189..NM 1.25
190..NM 1.50
190..VFN+ 1.35
191..NM 1.50
193-195..NM 1.50
195..VFN+ 1.35
196..NM 1.50
197..FN+ 0.95
197-199..NM 1.50
202..NM 1.50
203..VFN 1.10
204-207..NM 1.50
208-213..NM 1.25
213..VFN 1.00
214-217..NM 1.25
217..VFN 1.00
218-220..NM 1.00
222..NM 1.00
223..NM 1.25
224..NM 1.75
225..NM 3.00

Hercules Unleashed
(1996 One Shot)
1..NM 2.50

Independence Day
(1996 3 Issue Ltd Series)
0..NM 2.50

Infinity Crusade
(1993 6 Issue Ltd Series)
1..NM 2.50
2-3, 5..NM 2.00

Infinity Gauntlet
(1991 6 Issue Ltd Series)
1..NM 3.50
2-6..NM 2.00

Infinity War
(1992 6 Issue Ltd Series)
1..NM 2.50
2-6..NM 2.00

Inhumans (Ltd)
(1998 12 Issue Ltd Series)
11-12..NM 2.00

Inhumans (Vol 1)
(1975-1977 1st Series)
1..FN+ 2.60
1..VFN- 2.80
4..VFN+ 1.60
5..FN+ 1.40
6..VG 0.70
7..VFN+ 1.60
7..VFN 1.60
7..VFN- 1.50
7..VFN+ 1.80
8..VFN+ 1.60
9..NM 2.00

Invaders
(1975-1979)
4-5..VG 1.40
6..FN 1.80
14..VG+ 1.00
21..VG+ 0.80
24..NM 2.00
28..VFN+ 1.80
28..VG 0.80
31..VFN 1.10
32..VG 0.50
34..NM 1.50
39..VFN 1.10

Invaders (Ltd)
(1993 4 Issue Ltd Series)
1-3..NM 1.25

Iron Fist
(1975-1977)
1..VFN- 19.25
3..VFN+ 8.00
5..VG 2.10
7..FN+ 4.20
14..VFN+ 68.00
14..VFN- 59.50
15..VFN 13.00

Iron Fist #14: Marvel Milestone Edition
(1992 Reprint Edition)
1..VG 0.85

Iron Fist (Ltd 1998)
(1998 3 Issue Ltd Series)
1-3..NM 2.00

Iron Man & Sub-Mariner
(1968 One Shot)
1..VG 27.50
1..VG+ 31.75
1..VG- 33.00

Iron Man (Vol 1)
(1st Series 1968-1996)
2..VG 23.00
3..VG 17.25
4..VG 11.50
4..VFN- 24.75
5..VG- 8.40
6..VG 8.70
8..FN+ 21.00
9..VFN- 18.50
11..VFN 14.25
12..FN+ 10.50
12..VG 8.00
12..VG+ 6.60
12..VG- 6.00
13..VG+ 10.00
15..VFN 12.75
17..FN 10.25
17..VG+ 8.00
20..FN+ 11.00
20..FN+ 8.40
26..VG 3.45
28..VFN- 7.40
29..FN+ 6.30
31-32..VFN 5.40
32..VG 2.15
33..FN+ 3.95
48..FN+ 3.95
48..VG 1.80
55..FN
(1st Thanos) 13.75
55..VFN-
226..NM 2.00
227..FN- 1.00
227-229..NM 2.00
229..VFN 1.60
230..FN+ 1.30
230..NM 2.00
231..FN+ 1.30
232..NM 2.25
232..VFN 1.65
233..NM 1.00
233..VFN+ 0.80
234-241..NM 1.00
241..VFN 0.80
242-243..NM 1.00
244..NM 1.50
244..VFN+ 1.35
245..NM 1.50
246..NM 1.00
247..FN+ 0.65
247..NM 1.00
247..NM 1.50
247..VFN 0.80
247 VFN+ 0.90
248..NM 1.50
248..NM 1.00
249..NM 1.00
251-253..NM 1.00
253..VFN 0.80
254..NM 1.00
254..VFN+ 0.90
255-256..NM 1.00
256..VFN+ 0.90
256..VFN- 0.70
257..FN+ 0.65
257-258..NM 1.00
258..VFN- 0.70
259..NM 1.00
259..VFN- 0.70
260-262..NM 1.00
262..VFN- 0.70
263..NM 1.00
263..VFN- 0.70
264-269..NM 1.00
269..VFN 0.75
270-271..NM 1.00
271..VFN 0.80
272-274..NM 1.00
274..VFN- 0.70
275..NM 2.00
275..VFN 1.60
276..NM 1.00
276..VFN+ 0.90
276..VFN- 0.75
277..VFN- 0.70
277..NM 1.00
278-280..NM 1.00
280..VFN- 0.70
281..NM 1.00
281..VFN- 0.75
282-283..NM 1.00
283..VFN- 0.75
284..NM 1.75
284..VFN 1.40
285-286..NM 1.00
286..VFN 0.80
287..NM 1.00
288..NM 3.75
289..NM 1.00
290..NM 3.95
291..NM 1.00
293-295..NM 1.00
295..VFN 0.80
296-299..NM 1.00
300..NM 2.00
300..VFN 1.60
306-309..NM 1.00
310..NM 2.00
311..VFN 1.40
313-316..NM 1.00
318..NM 1.00
324..NM 1.00
327..NM 1.00
329..NM 1.00

Iron Man (Vol 2)
(2nd Series 1996-1997)
1..NM 5.00
9..NM 2.25
10..NM 1.75
13..NM 2.25

Iron Man (Vol 3)
(3rd Series 1997-present)
1..NM 3.50
1..NM
(Variant Cover) 5.95
2..NM 2.75
3-6..NM 1.75
10-12..NM 1.75
14-18..NM 1.75
20..NM 1.75

Iron Man Annual
(1970-1994)
1..VFN 12.50
5..NM 4.00
6..NM 3.00
8..VFN 2.80
9..NM 2.25

10-12..NM 1.75
13..NM 1.50
14-15..NM 2.50

Iron Man: Marvel Action Hour
(1994-1995)
1-4..NM 1.25
6-8..NM 1.25

Iron Man: Marvel Milestone Edition
(1992 Reprints #55)
55..NM 2.50

J2
(1998-present)
5..NM 1.75
7-10..NM 1.75

Jack of Hearts
(1983 4 Issue Ltd Series)
2-4..NM 1.00

John Carter: Warlord or Mars
(1977-1979)
2..VFN 1.10
3..VFN- 1.05
24..VG 0.50
25..NM 1.50
26..VFN- 1.05
27..VFN 1.10

John Carter: Warlord or Mars Annual
(1977-1979)
1..VFN 1.50

Journey Into Mystery (Vol 1)
(1st Series 1952-1966)
84..VG- 135.00
85..VG- 94.50
87..G+ 29.75
87..VG+ 50.50
89..VG- 36.75
90..VG+ 31.75
90..VG- 23.00
93..G+ 17.00
94..VG- 30.00
96..VG+ 29.00
97..VG+ 29.00
97..VG- 21.00
97..G+ 17.00
98..VG- (1st Cobra) 21.00
98..FN- (1st Cobra) 33.00
101-102..VG+ 17.25
106..VG+ 15.75
119..VFN- 24.75
120..FN+ 21.00
120..VG+ 13.00
123..FN 16.00
123..G+ 7.10
125..FN+ 19.75

Journey Into Mystery (Vol 2)
(1972-1975 2nd Series)
12..VG+ 1.20

Journey Into Mystery (Vol 3)
(1996-1997 3rd Series)
-1..NM 1.25
503-504..NM 1.00
515-521..NM 1.50

Jungle Action
(1972-1976)
12..FN+ 1.05
13..VG+ 0.60
19..FN 0.90
19..VG+ 0.60

Justice
(1986-1989)
1..NM 1.25
14-20..NM 1.00
21-26..NM 1.50

Justice Four Balance
(1994 4 Issue Ltd Series)
2-4..NM 1.00

Ka-Zar (Vol 4)
(1997-present)
4-8..NM 1.75
9-13..NM 1.50
15-19..NM 1.50

Ka-Zar Annual
(1997-present)
1997..NM 2.50

Ka-Zar The Savage (Vol 3)
(1981-1984 3rd Series)
2, 4, 6-16, 18-20, 28, 30 NM 0.80
29..NM 1.00

Ka-Zar, Lord of the Hidden Jungle (Vol 2)
(2nd Series 1974-77)
5..VFN- 1.20
6..VG- 0.50
8..VFN+ 1.40
11..VG- 0.50
13..VFN- 1.20
14..VG+ 0.70
15..VFN- 1.20
15-16..VG 0.60
18..FN 1.05
18..VG+ 0.70

Kid Colt Outlaw
(1960-1979)
112..G+ 1.75
113..G 1.40
115..G+ 1.75
118..G 1.40
121..VG- 1.20
126..G+ 1.00
128..G+ 1.00
129..VG- 1.20
130..VG+ (64 pages) 2.60
138..VG 1.05
140..VG- 0.90
141..G+ 1.00
142..VG+ 1.60
145..VG+ 1.60
154..VG 1.05

Kitty Pryde & Wolverine
(6 Issue Ltd Series)
1..NM 3.00
2-5..NM 2.50

Kitty Pryde: Agent of SHIELD
(1997 1-3)
1-3..NM 1.75

Knights of Pendragon
(1990-1991)
2-9, 11-13..NM 0.50

Kull the Conqueror
(1st Series 1971-72 & 1974-76)
7..G+ 0.50
16..VFN- 1.40
17..VFN 1.50

Kull the Conqueror (3rd Series)
(3rd Series1983-1985)
4..NM 1.00

Legion of Night
(1991 2 Issue SquareboundSeries)
1-2..NM 3.50

Logans Run
(1977)
1..FN 1.20
2..VFN- 1.05
3..FN+ 0.95
4..VFN- 1.05
5..VFN 1.10
7..VFN- 1.10

Longshot
(1985-1986 6 Issue Ltd Series)
1..NM 6.00

Longshot One Shot
(1997 one shot)
1..NM 3.00

Lunatik
(1995-1996)
1-3..NM 1.25

Machine Man (Ltd)
(1984-1985 4 Issue Ltd Series)
2-4..NM 1.00

Magik: Storm & Illyana
(1983-1984 4 Issue Ltd Series)
1..NM 2.00
1..VFN- 1.40
2-3..NM 2.00
4..NM 4.00

Magneto (Ltd)
(1996-1997 4 Issue Ltd Series)
3..NM 1.25

Magneto Ascendant
(1999 One Shot)
1..NM 3.00

Magneto Rex
(1999 3 Issue Ltd Series)
1-3..NM 2.00

Man-Thing (Vol 3)
(1997)
1..NM 2.25
2-4..NM 1.75
8..NM 1.75

Man-Thing, (Vol 1)
(1st Series 1974-1975)
11..VFN- 2.25
13..VFN+ 1.80

Marshal Law
(1987-1989)
1..NM 2.50

Marvel Adventures
(1997-present)
1-4, 7..NM 1.25
8-9..NM 1.00
12, 15..NM 1.25

Marvel Annual 98 Starring Hulk & Sub-Mariner
(1998)
1..NM 2.00

Marvel Annual 98 Starring X-Men & Dr Doom
(1998)
1..NM 2.25

Marvel Annual 98: Spider-Man & Devil Dinosaur
(1998)
1..NM 2.50

Marvel Chillers
(1975-1976)
1..VFN- 1.20

Marvel Collectors Item Classics
(1965-1969 becomes Marvels Greatest Comics)
16..VFN 6.40
18..FN+ 5.20
24..VFN+ 7.20

Marvel Comics Presents
(1988-1995)
1..NM 5.00
2-5..NM 2.50
6-10..NM 1.75
11-20..NM 1.25
21-24..NM 1.00
25..NM 1.50
26-31..NM 1.25
36-37..NM 1.00
38..NM 2.00
39..NM 1.50
40-49..NM 1.25
50..NM 1.50
51-53..NM 2.50
53..VFN+ 2.25
54..NM 1.25
54..VFN 1.00
55-57..NM 1.25
58..NM 2.50
58..VFN 2.00
59-61..NM 2.50
62..NM 4.00
62..VFN+ 3.60
63..NM 2.00
64..NM 2.50
64..VFN 2.00
65-71..NM 1.50
72..NM 3.50
72..VFN+ 3.15
72..VFN- 2.45
73..NM 2.50
73..VFN- 1.75
74-77..NM 2.50
78-80..NM 1.50
80..VFN 1.20
81-82..NM 1.50
82..VFN+ 1.35
83-84..NM 1.50
85..VFN 1.50
86..NM 1.50
86..VFN 1.20
87-88..NM 1.50
88..VFN 1.20
89..NM 1.50
89..VFN+ 1.35
90-91..NM 1.50
92-99..NM 1.25
100..NM 1.50
102..NM 1.00
105..NM 1.00
108-109..NM 1.00
109..VFN- 0.75
110-116..NM 1.00
118..NM 1.00
119-120..NM 1.75
123-127..NM 1.00
127..VFN- 0.75
128-135..NM 1.00
138..NM 1.00
140..NM 1.00
148-149..NM 1.00
150..NM 1.50
154..NM 1.00
156-157..NM 1.00
159-160..NM 1.00
163..NM 1.00
165..NM 1.00
167..NM 1.00

Marvel Fanfare (Vol 1)
(1982-1991)
1..VFN 2.40
2..NM 3.50
2..VFN- 2.45
3-4..NM 3.00
5-10..NM 1.25
13-14..NM 1.25
16-17..NM 1.25
18..FN+ 1.10
19-22..NM 1.25
23..VFN 0.90
24-28..NM 1.25
29..NM 2.00
30-44, 46, 49..NM 1.25
50..NM 1.50
51..NM 2.00
52, 54, 57..NM 1.25

Marvel Feature (Vol 1)
(1971-1973 1st Series)
12..VFN- 4.50

Marvel Feature (Vol 2)
(1975-1976 2nd Series)
3..VG+ 0.75
4..FN- 0.80
4..NM- 1.35

Marvel Masterpieces Collection 2, The
(1994)
1..NM 1.50

Marvel Portraits of a Universe
(1995 4 Issue Ltd Series)
3..NM 2.00

Marvel Premiere
(1972-1981)
15..FN+ (1st Iron Fist) 22.75
15..VFN (1st Iron Fist) 26.25
18..VFN 4.50
22..VG 2.00
22..VFN 4.00
22..VFN- 3.75
24..FN+ 3.50
24..VFN 3.75
24..VFN 4.00
24..VG 2.00
26..VFN 1.60
29..FN+ 1.05
31..VFN 1.00
31..VFN- 0.90
31..VG+ 0.60
32..VFN- 0.90
32..VG+ 0.60
32..VFN+ 1.10
32..VFN 1.00
33..NM 1.25
33..VFN 1.00
33-34..VFN- 0.90
33..FN+ 0.85
37-38..NM 1.25
37..FN 0.80
38..VFN 1.00
39-40..VFN+ 1.10
41..FN+ 0.85
41..NM 1.25
41..VG+ 0.60
42..FN 0.80
44..VFN+ 1.10
44..NM 1.25
47..NM 1.25
48..FN+ 0.85
48..NM 1.25
49..VFN 0.90
49..VFN- 0.90
51..VFN+ 1.10
55..NM 1.25
56..VFN+ 1.10
61..FN+ 0.85

Marvel Presents:
(1975-1977)
3..VFN 4.80
4..VFN 4.00
4..VFN- 3.75
6..VFN+ 3.15

Marvel Remix Fantastic Four
(1998-1998 3 Issue Ltd Series)
1-3..NM 2.00

Marvel Selects: Fantastic Four
(1999-2000 12 Issue Ltd Series)
1-3..NM 2.25
5..NM 2.25

Marvel Selects: Spider-Man
(1999-2000 12 Issue Ltd Series)
3..NM 2.25

Marvel Spotlight (Vol 1)
(1971-1977 1st Series)
8..FN 4.50
8..FN+ 4.50
8..FN+ 4.90
8..VFN+ 5.60
9..G+ 1.75
10..FN+ 4.90
10..G+ 1.75
11..VFN+ 6.30
17..VFN 2.80
28..VFN+ (1st Solo Moon Knight) 4.50
29..VG 1.60
30..VFN- 1.10
30..FN+ 1.05
30..FN 0.95
31..VG 0.60
33..FN+ 2.10
33..FN- 1.65

Marvel Super Heroes Secret Wars
(12 Issue Ltd Series)
8..VFN+ 6.00
8..VFN 5.60
11..NM 1.50

Marvel Super-Heroes
(1967-1982 1st Series)
14..G+ 11.25
14..G 12.00
18..VFN (1st Guardians of the Galaxy) 25.00
18..VFN+ (1st Guardians of the Galaxy) 28.25
18..VFN- (1st Guardians of the Galaxy) 21.50

Marvel Super-Heroes
(1990-1993 2nd Series)
1-3..NM 1.50
10-12..NM 1.50
14..NM 1.50

Marvel Super-Heroes Special
(1966 One Shot)
1..VG- 12.00

Marvel Tales
(1966-1994)
18..VG+ 2.00
139..VFN 1.20
143..VFN- 0.90
147..NM 1.25
153..NM 1.00
160..VFN- 0.70
180..NM 1.00
180..VFN+ 0.90
182..NM 1.00
187..NM 1.00
189-190..NM 1.00
194-197..NM 1.00
198..NM 1.25
200..NM 1.25
202..NM 0.75
204..NM 0.75
286..NM 1.50

Marvel Team-up (Vol 1)
(1972-1985 1st Series)
5..FN- 6.20
6..VFN- 6.30
7..VG 3.15
9..VFN- 5.60
10..FN+ 5.20
13..VFN- 4.90
14..VFN- 4.50
15..VFN- 5.20
16-17..VFN 4.80
18..FN+ 4.20
18..VG 2.25
19-20..VFN- 4.50
22..VFN 4.10
23..VG+ 2.20
24..FN+ 2.25
26..FN 2.10
26-27..NM 3.50
27-28..VFN- 2.45
29..NM 3.50
30..FN+ 2.45
30..FN- 1.75
30..VFN 2.60
31..NM 3.00
32..FN+ 1.95
32..FN+ 2.10
33..VFN- 2.10
34..VFN 2.25
35..FN+ 2.10
35..VFN+ 2.40
36..VFN+ 2.70
36..VG+ 1.20
37..FN 1.80
38..FN 3.00
39..FN+ 1.95
40..VG 1.05
40..VG 1.20
40..VFN 2.40
41..VFN+ 2.00
42..NM 2.50
42..VFN+ 2.25
43..VFN- 1.75
44..FN+ 1.60
44..VG 1.00
45..FN 1.60
45..VFN 2.00
45..VFN- 1.75
46..VFN 2.00
46..VFN 1.85
47..VFN 1.85
48..VFN+ 2.00
49..VFN- 1.75
50..VFN 1.85
51..VFN- 1.40
52..NM 2.00
53..NM- 7.20
54..NM 3.50
55..FN- 2.25
56..NM 2.50
57..NM- 2.25
58-59..VFN 2.60
59..VFN+ 3.15
60..VG 1.40
60..VFN 2.60
61..NM 2.50
62..VFN+ 2.00
63..NM 2.50
63..VFN 2.00
64..FN 1.50
64..VG 1.00
65..FN+ 3.25
65..VFN 3.75
65..VFN- 3.50
66..NM 4.00
67..VFN 1.85
68..NM 2.50
68..VFN 2.00
69..FN 1.50
70..FN+ 1.75
70..VFN 1.85
71-73..NM 1.50
74..VFN+ 1.20
76..NM 1.50
77..VFN- 1.05
78..VFN 1.10
79..FN- 0.75
79-80..VFN- 1.05
82..FN+ 0.95
83-84..NM 1.50
85..FN+ 1.05
86..VFN 1.20
87..VFN 1.00
87..FN+ 0.80
87..FN+ 0.85
88..NM 1.25
89..NM 1.50
90..FN+ 0.80
90..NM 1.25
90..VFN+ 1.10
91..VFN+ 1.00
92..NM 1.25
93..VFN- 0.85
94-95..FN+ 0.80
96-99..NM 1.25
100..NM 4.50
102-103..NM 1.50
104..VG+ 0.60
107-111..NM 1.50
112..FN+ 0.70
112..VFN- 0.70
113..NM 1.00
113..VFN- 0.75
114-116..NM 1.00
117..NM 6.50
118-119..NM 1.00
120..FN 0.60
120..VFN 0.80
121 NM 1.00
121..VFN- 0.75
122..NM 1.00
122..VFN 0.80
123..VFN- 0.70
124..NM 1.00
126-129..NM 1.00
129..VFN 0.80
130..NM 1.00
131..FN 0.60
131-133..NM 1.00
134 VFN 0.75
134..VFN- 0.75
136-137 NM 1.00
139-140..NM 1.00
141..FN- 1.00
142-143..NM 1.00
143..VFN- 0.70
144..NM 1.00
145..VFN 0.75
146-147..NM 1.00
147..VFN- 0.75
148..NM 1.50
149..VFN 0.80
149..VFN- 0.70
149..NM 1.00
150..VFN 2.60

Marvel Team-up (Vol 2)
(1997-1998 2nd Series)
1..NM 2.00
3-4..NM 1.50
8..NM 1.50
10..NM 1.50

Marvel Team-up Annual
(1976-1984)
1..FN 6.00
1..VFN+ 8.00
2..NM 2.00
3..VFN- 1.40
5, 7..NM 2.00

Marvel Two-in-one
(1974-1983)
4..VFN- 4.50
11..VFN- 1.85
11..VFN 2.00
12..VG 1.00
13-14..VFN+ 2.25
15..FN+ 1.60
16..VFN+ 2.25
17..VFN 2.00
18..VG- 0.75
19..FN 1.50
19..VG+ 1.25
19..VFN+ 2.25
19..VFN 2.00
20..VG 0.85
21..VG 0.70
22..FN+ 1.30
22-23..VFN 1.60
25..FN+ 1.30
25..VFN 1.60
28..VFN 1.60
29..FN 1.20
30..FN 1.50
31..VFN 1.20
33..NM 1.50
34..VFN 1.20
34..VFN- 1.10
35..NM 1.50
35..VFN 1.20
36..FN+ 0.95
37..FN 0.90
38..VFN+ 1.20
38..VFN- 1.10
39..FN+ 1.05
39..VFN- 1.05
40..FN 0.90
40..VFN- 1.10
41..VFN 1.10
41..VFN 1.20
42..FN 0.90
44..VG+ 0.60
44..VFN+ 1.35
45..FN+ 0.95
47..NM 1.50
47..VFN 1.20
48..VFN+ 1.20
48..VFN- 1.10
49..NM 1.50
49..VFN+ 1.20
50..FN 1.60
51..VFN 2.60
52..VFN 1.60
52..VFN- 1.40
57..VFN+ 1.10
57..VFN- 0.90
57..NM 1.25
58..VFN 1.00
58..VFN- 0.90
58..NM 1.25
59..FN+ 0.80
59..FN+ 0.85
59-60..NM 1.25
60..VFN+ 1.00
62..VFN 0.90
64..NM 1.25
64..VFN 0.90
65..FN+ 0.80
65-66..NM 1.25
66..VFN+ 1.00

Marvel Two-in-one Annual
(1976-1982)
2..NM 12.00
4..VFN+ 1.35
6..NM 1.50

Marvel Universe
(1998-present)
5..NM 1.75

Marvel Universe, The Official Handbook Update'89
(1989-1990)
7..NM 1.50

Marvels
(1994 4 Issue Ltd Series)
2-4..NM 5.00

Maverick
(1996-present)
1..NM 2.50
2..NM 2.00
3-12..NM 1.75

Mephisto Vs. Four Heroes
(1987 4 Issue Ltd Series)
1-4..NM 1.25

Metropol
(1991-1992)
3, 5, 7..NM 1.50

Micronauts
(1979-1984)
1..NM 1.50
2, 3, 5, 7, 11..NM 1.25

Midnight Sons Uni.ltd
(1993-1995)
1-3..NM 3.50
5-9..NM 2.95

Millie The Model Annual
(1962-1971)
5..VG- 12.00

Mission: Impossible
(1996 One Shot)
1..NM 2.00

Monster Menace
(4 Issue Ltd Series)
2-3..NM 1.00

Moon Knight (Vol 1)
(1980-1984)
1..VFN- 1.05
2..VFN 1.00
3-10..NM 1.25
11-21..NM 1.00
22..FN+ 0.70
23-24..NM 1.00
25..VFN+ 1.20
26-28..NM 1.00
28-29..VFN 0.80
34..NM 1.25

Moon Knight Special
(1992 One Shot)
1..NM 1.50

Moon Knight, Fist of Khonshu
(1985)
1, 5-6..NM 1.25
2-4..NM 1.00

Moon Knight, Marc Spector
(1989-1994)
1..NM 1.50
2-21..NM 1.25
22-24..NM 1.00
25..NM 1.50
26-46, 49..NM 1.00
50..NM 2.00
51-52..NM 1.00

Moon Knight: Divided we Fall
(1992 One Shot)
1..NM 3.50

Moon Knight: High Strangers (Ltd)
(1998-1999 4 Issue Ltd Series)
1..NM 2.00

Moonshadow
(12 Issue Ltd Series)
2..NM 2.00
9..NM 1.50

Morbius Revisited
(1993)
1..NM 1.50

Morbius The Living Vampire
(1992-1995)
1..NM 3.50
2..NM 1.50
4-11, 13-14..NM 1.25
19-21..NM 1.25
22, 24, 26, 31..NM 1.50

Ms Marvel
(1977-1979)
1..FN- 1.25
1..FN 1.50
2..FN 0.90
3..FN+ 0.80
5..FN+ 0.80
11-12..VG+ 0.50
13..NM 1.25
22..FN+ 0.80

Mutant X
(1998-present)
8-10, 17-18..NM 1.75

Mutant X 2000
(2000 One Shot)
1..NM 2.95

Nam, The
(1986-1993)
13-15, 62, 64..NM 1.00

Namor
(1990-1995)
1..NM 1.50
6-8..NM 1.00
11..VFN+ 0.80
22..NM 1.00
23..VFN- 0.70
26..NM 2.00
27-28..NM 1.50
29-30..NM 1.25
31-36..NM 1.00
37..NM 1.50
38-47, 49..NM 1.00
50..NM 2.00
51-53, 55..NM 1.00

Namor Annual
(1991-1994)
1-4..NM 1.75

New Eternals: Apocalypse Now
(1999 One Shot)
1..NM 3.25

New Mutants
(1983-1991)
2..NM 3.00
3-4..NM 2.00
4..VFN+ 1.60
5-6..NM 2.00
6..NM- 1.80
7-8..NM 2.00
10-12..NM 2.00
12..VFN 1.50
13-15..NM 2.00
17..NM 2.00
18..FN- 1.50
18..NM 3.00
19-20..NM 2.00
20..VFN 1.50
21..NM 3.50
22..VFN- 1.05
22..NM 1.50
23-24..NM 1.50
25..FN- 2.00
25..NM 4.00
26..NM 5.00
27-28..NM 3.00
29-32..NM 1.50
33..VFN- 1.20
34-46..NM 1.25
46..NM 2.25
47..NM 1.25
48..VFN 1.80
48..NM 2.25
49..NM- 2.00
49..NM 2.25
50..NM 1.50
51-55..NM 1.00
56-57..NM 1.25
57..VFN+ 1.10
58..NM 1.25
58..VFN 1.00
59..NM 2.00
59..NM- 1.80
60..NM 2.00
61..NM 2.50
62-66..NM 1.25
66..VFN 1.00
67..NM 1.25
68-72..NM 1.25
68..FN+ 0.85
73..NM 2.25
74-76..NM 1.25
76..VFN 1.00
77-79..NM 1.25
79..VFN 1.00
80..NM 1.25
80..VFN 1.00
81-82..NM 1.25
83..FN+ 0.85
83..NM 1.25
83..VFN 1.00
84..NM 1.25
85..NM 3.50
86..VG+ 3.40
86..VFN- 5.90
86..NM 8.50
87..NM (2nd Printing) 2.50
87..NM 15.00
87..NM- 13.50
88..NM 8.00
89-90..NM 7.00
90..VFN+ 6.30
90..VFN- 4.90
91..NM 7.95
91..VFN 6.30
92..NM 4.25
92..VFN- 3.15
93..NM 5.00
94..NM 4.00
95-97..NM 4.50
97..VFN 3.35
98..NM 4.50
99..FN- 2.50
99..NM 5.00
99..VFN 3.75
100..NM 4.00

New Mutants Annual
(1984-1991)
2-4..NM 2.50
5..NM 3.00
6-7..NM 2.50

New Mutants: Truth or Death
(3 Issue Ltd Series)
1..NM 2.00

New Warriors (Vol 1)
(1990-1996 1st Series)
1..NM 5.00
2..NM 3.50
4-5..NM 2.50
6-9..NM 2.00
11-15..NM 1.50
16-21, 23-24..NM 1.00
25..NM 1.50
26-40..NM 1.00
40..NM (Deluxe Edition) 2.00
41-42, 48-49..NM 1.00
50..NM 1.25
50..NM (Deluxe Edition) 2.00
52-59..NM 1.00
62..NM 2.50
64..NM 1.50

New Warriors
(1999-present 2nd Series)
1..NM 2.50
2, 4..NM 2.00

New Warriors Annual
(1991-1994)
1..NM 1.50
3..NM 2.00

Nick Fury Agent of SHIELD
(1st Series 1968-1971)
15..VFN- 11.00

Nick Fury Agent of SHIELD
(2nd Series 1989 - 1993)
1..NM 1.75
2..NM 1.50
3-5..NM 1.00
7..NM 1.00
10-11..NM 1.00
13-19..NM 1.00
28..NM 2.25
29..NM 1.75
33-35..NM 1.25
36-37..NM 1.00
38-39..NM 1.25

Nick Fury vs SHIELD
(1988 6 Issue Ltd Series)
4-6..NM 3.50

Night Thrasher
(1993-1995)
1-7..NM 1.25
13-15, 17-21..NM 1.00

Night Thrasher Four Control
(1992-1993 4 Issue Ltd Series)
1-4..NM 1.00

Nighthawk
(1998 3 Issue Ltd Series)
1-2..NM 1.75

Nightmare
(1994-1995 4 Issue Ltd Series)
1-4..NM 1.25

Nightmask
(1986-1987)
1-8..NM 0.50
11..NM 0.50

Nightstalkers
(1992-1994)
1..NM 1.50
7..NM 1.00

Nightwatch
(1994-1995)
1..NM (Standard Edition) 1.25
1..NM (Premium Edition) 2.50
2-4, 7-12..NM 1.25

Nocturne
(1995)
2-4..NM 1.00

Nomad
(1992-1994 2nd Series)
1-6..NM 1.25

North Star
(1994 4 Issue Ltd Series)
1..VFN+ 1.00
2..NM 1.25
2-4..VFN+ 1.00

Nova (Vol 1)
(1976-1979 1st Series)
8..VFN 1.10
9..FN 0.90
10..VFN 1.10
13..VG+ 0.60
20..NM 1.50
24..VFN 1.20
24..VFN+ 1.35

Nova (Vol 2)
(1994-1995 2nd Series)
1..NM (Deluxe Edition) 2.00
1 NM 1.50

8-13, 15..NM 1.25

Nova (Vol 3) (1999)
1..NM 2.50
2-3..NM 1.75

Nth Man, The Ultimate Ninja (1989-1990)
6, 9-12, 14-15..NM 0.50

Obnoxio The Clown vs The X-Men (1983 One Shot)
1..NM 2.00

Omega The Unknown (1976-1977)
1..VFN+ 1.10
2..VFN+ 0.90
3..VFN+ 0.90
4..NM 1.00
5..VFN+ 0.90
6..NM 1.00
8..FN+ 1.40
8..NM 2.00
9..VFN+ 1.80

Onslaught: Epilogue (1997 One Shot)
1..NM 2.00

Onslaught: X-Men (1996 One Shot)
1..NM 4.95

Over the Edge (1995-1996)
1-4, 7, 10..NM 1.00

Peter Parker Spider-Man (1998-present)
1..NM 3.50
1..NM (Variant Cover) 5.95
2..NM 2.50
3-4..NM 2.00
5-10..NM 1.75
12..NM 2.50
13-15..NM 1.75
17..NM 1.75

Phoenix Resurection: Genesis (1995 One Shot)
1..NM 2.50

Pitt, The (1988 One Shot)
1..NM 2.50

Power Pack (1984-1991)
1..FN- 0.60
2-6..NM 1.00
6..VFN- 0.70
7..NM 1.00
7..VFN- 0.70
8-10..NM 1.00
11-14..NM 0.75
14..NM- 0.65
15-16..NM 0.75
17..FN+ 0.45
18..NM 0.75
20-22..NM 0.75
23..FN+ 0.50
23-24..NM 0.75
24..VFN 0.60
25..NM 1.25
26..NM 0.75
26..VFN 0.55
28-39..NM 0.75
42-44..NM 0.75
46-47..NM 0.75
57..NM 0.75

Powerline: Shadow Line Saga (1988-1989)
1-7..NM 0.50

Powerman (1974-1986)
22..FN 2.40
24..FN- 2.00
26..FN- 1.10
31..VFN+ 1.80
31..VFN 1.60
33..VFN- 1.10
34..VFN- 1.10
34..VFN 1.20
36..VFN+ 1.35
37..VFN- 1.10
38..VG 0.60
44..VFN- 1.10
45..FN+ 1.05
48..NM- 2.25
49..NM 2.00
50..NM 3.00
51..VFN 0.90
52..VFN- 0.85
53..VFN- 0.85
53..FN+ 0.80
54..NM 1.25
56..NM 1.25
65..VFN 1.20
66..NM (2nd Sabretooth) 10.00
68..NM 1.25
69-70..VFN 1.00
70..VFN- 0.85
71..NM 1.25
71..VFN 1.00
75..NM 1.50
76-77..VFN+ 1.10
78..VG- 1.20
80..FN+ 0.80
80..VFN 1.00
81..NM 1.25
85..VFN 1.00
86..NM- 1.10
86..NM 1.25
88-90..NM 1.25
90..VFN 1.00
91-93..NM 1.25
96-98..NM 1.25
102-103..NM 1.00
103..VFN+ 0.90
104-106..NM 1.00
108..NM 1.00
109..VFN- 0.70
109..VFN- 0.75
110-115..NM 1.00
115..VFN- 0.70
116-117..NM 1.00
121..NM 1.50
122..VFN 1.50
123..VFN- 1.40
125..NM 3.00

Powerman Annual (1976)
1..FN- 1.75

Professor Xavier & The X-Men (1995-1997)
2-5, 8, 16..NM 1.00

Prowler, The (1994-1995 4 Issue Ltd Series)
1-2, 4..NM 1.00

Pryde & Wisdom (1996 4 Issue Ltd Series)
1, 3..NM 1.50

PSI Force (1986-1989)
1-9, 11-18..NM 0.50
19-21, 23-27..NM 1.50

PSI Force Annual (1987)
1..NM 1.00

Punisher & Captain America: Blood & Glory (1992 3 Issue Ltd Series)
2..NM 3.50

Punisher (Vol 1) (1987-1995 1st Series)
1..NM 10.00
1..VG- 3.00
2..NM 6.00
3..NM 4.50
3..VFN+ 4.05
4..NM 4.00
4..VFN- 3.00
5..FN 2.60
5-6..NM 4.00
6..VFN 3.20
7..NM 4.00
7..VFN 3.20
8-9..NM 4.00
10..NM (X-over with Daredevil #257 ND Scarce) 10.00
11-15..NM 4.00
15..VFN 3.20
16-17..NM 3.50
17..VFN- 2.45
18-19..NM 3.50
20..NM 3.00
21..NM 2.25
21..VFN+ 1.80
22-23..NM 2.25
23..VFN- 1.65
23..VG 0.90
24..NM 3.50
24..VFN 2.80
24..VFN- 2.45
25..NM 2.50
25..VFN+ 2.00
26-29..NM 1.50
30-31..NM 1.25
31..VFN 1.00
31..VFN- 0.85
32..NM 1.25
32..VFN- 0.85
33..NM 1.25
34..FN+ 0.80
34-38..NM 1.25
38..VFN 0.90
39-42..NM 1.25
43-46..NM 1.00
46..VFN+ 0.80
47..NM 1.00
47..NM- 0.90
48-49..NM 1.00
50..NM 2.25
51-54..NM 1.00
54..VFN 0.80
55..NM 1.00
55..VFN 0.80
56-60..NM 1.00
60..VFN 0.80
61..NM 1.00
62-71..NM 1.00
62..FN+ 0.65
73-74..NM 1.00
75..NM 2.50
76-85..NM 1.00
86..NM 1.50
87-90..NM 1.00
92..NM 1.00
103..NM 1.00

Punisher (Vol 2) (1995-1997 2nd Series)
2-5..NM 1.75

Punisher 2099 (1993-1995)
1..NM 2.00
1..NM 2.50
2..NM 1.50
3-12..NM 1.25
14..NM 1.25
16..VFN- 0.90
16..NM 1.25
17..NM 1.25
19-20..NM 1.25
25..NM 3.95
26-27..NM 1.25
29..NM 1.25
31-32..NM 1.25

Punisher Annual (1988-1994)
1..NM 6.95
2..NM 5.00
3..NM 3.25
4..NM 1.75
6-7..NM 2.25

Punisher Holiday Special (1993-1995)
1-2..NM 2.50

Punisher P.O.V. (1991 4 Issue Ltd Series)
1-3..NM 3.50

Punisher Summer Special (1991-1994)
1, 3..NM 2.50

Punisher War Journal (1988-1995)
1..NM 10.00
2..NM 6.00
3..NM 5.00
4-5..NM 3.50
6..NM 6.50
7..NM 5.00
8-12..NM 2.50
13-19..NM 1.75
20-28..NM 1.50
29-30..NM 2.00
32-45..NM 1.25
46-49..NM 1.50
50..FN+ 2.45
50..NM 3.50
51-60..NM 1.50
61..NM 3.50
62-63..NM 1.50
64..NM 2.50
64..NM (Premium Edition) 3.50
65..NM 1.50
67..NM 1.50

Punisher War Zone (1992-1995)
1..NM 5.95
2-3..NM 1.75
4-15, 21, 22..NM 1.50
23..NM 3.50
24..NM 1.50
25..NM 2.50
26-30, 34, 36, 40 NM 1.50

Punisher War Zone Annual (1993-1994)
1-2..NM 2.25

Punisher, The (1986 5 Issue Ltd Series)
3..FN+ 3.25
3..NM 5.00
4..VFN- 2.80
5..FN- 2.00
5..NM 4.00

Punisher: Die Hard In The Big Easy (1993 One Shot)
1..NM 3.50

Punisher: G-Force (1992 Deluxe One Shot)
1..NM 3.50

Punisher: Origin of Micro-Chip (1993 2 Issue Ltd Series)
1-2..NM 1.50

Punisher: The Ghosts of the Innocents (1993 2 Issue Ltd Series)
2..NM 3.50

Punisher: The Prize (1990 One Shot)
1..NM 3.50

Quasar (1989-1994)
1..NM 1.50
3-5..NM 0.75
6..VFN 0.55
9-10..NM 0.75
12-13..NM 0.75
19..NM 0.75
26..VFN 0.55
27..NM 0.75
29..NM 0.75
36-37..NM 0.75
39-49..NM 0.75
50..NM (Holographics cover) 1.50
51-52..NM 0.75

Quicksilver (1997-present)
2, 4, 6-8..NM 1.75

Rampaging Hulk (1998-1999)
1..NM 3.50
2..NM 2.00
3-6..NM 1.75

Rawhide Kid (1955-79)
29..VG- 9.50
45..VG- 7.20
48..G- 2.60
48..VG+ 7.00
49..VG- 5.20
51..VG+ 5.60
54..G+ 3.50
59..G+ 3.50
61..FN 7.50
63..FAIR 1.25
67..VG- 3.75
76..FN- 3.50
78..G 1.40
80..VG 2.45
83..VG- 2.10
85..VG 2.45
87..G+ 1.75

Red Sonja (1977-1979)
1..VFN- 1.40

Red Wolf (1972-1973)
8..VG+ 0.75

Ren & Stimpy (1992-1996)
3..NM 3.50
21-22..NM 1.25
28-29..NM 1.25

Ren & Stimpy Special: FourSwerks (1995 One Shot)
1..NM 2.50

Rise of Apocalypse (1996 4 Issue Ltd Series)
1..NM 1.75

RoboCop (1990-1992)
1-3..NM 1.25
5..NM 1.25
9-10..NM 1.00
12..NM 1.00
17-20..NM 1.00
23..NM 1.00

RoboCop 2 (1990 3 Issue Ltd Series)
1-3..NM 1.00

Rogue (Ltd) (1995 4 Issue Ltd Series)
1..NM 2.50
2-4..NM 2.00

Rom (1979-1986)
3, 16..NM 1.00
19-22..NM 0.75
25..NM 1.25
26-30, 32-49..NM 0.75
50..NM 1.50
51-52, 55, 57-60..NM 0.75
62-63, 65-67..NM 0.75
69-74..NM 0.75

Rom Annual (1982-1985)
2-3..NM 1.25

Sabretooth & Mystique (1996-97 4 Issue Ltd)
1, 2, 4..NM 1.25

Sabretooth Classics (1994-1995)
6..NM 1.00

Sabretooth in the Red Zone (1995 One Shot)
1..NM 6.95

Sabretooth: Back to Nature (1997 One Shot)
1..NM 4.95

Sabretooth: Death Hunt (Ltd) (1993 4 Issue Ltd Series)
1..NM 3.50
2-4..NM 3.00

Scarlet Spider (1995 2 Issue Ltd Series)
1-2..NM 1.75

Scarlet Witch (Ltd) (1994 4 Issue Ltd Series)
1..NM 1.25

Secret Defenders (1993-1995)
1..NM 2.95
2-11..NM 1.25
12..NM 2.00
13..NM 1.25
15-19, 21-23..NM 1.00

Seeker 3000 (1998 4 Issue Ltd Series)
1..NM 2.50
2-4..NM 2.00

Sensational Spider-Man (1995-1998)
0..NM 6.95
1..NM 2.25
2..NM 1.75
4-6..NM 1.75
9-10..NM 1.75
12-13..NM 1.75
19-20..NM 1.75
25..NM (Variant Cover) 4.50

Sensational Spider-Man Annual (1996)
1996..NM 2.25

Sgt. Fury & His Howling Commandos (1963-1981)
16..VG 8.70
19..VG+ 9.75
20..VG- 7.20
21..G+ 3.80
23..VFN+ 16.00
28-29..VG- 4.80
30..VG 5.80
31..G+ 2.85
32..FN- 5.70
32-33..VG 4.35
35..G+ 2.85
36..VG- 3.60
37..G+ 2.85
38..VG- 3.60
39..VG 6.00
40..G 2.25
41..VG 3.75
43..FN 7.80
43..FN- 6.50
43..VG+ 4.25
44..FN+ 6.60
45..VG+ 4.10
46..FN 5.30
46..VG- 3.75
47..FN+ 8.10
47..VFN- 8.70
47..VG+ 5.00
48..VG+ 4.10
49..VFN- 8.70
50..VG 3.60
53..VG+ 4.00
55..VG+ 5.00
56..FN 6.00
56..VFN- 7.00
59..VFN- 7.00
63..VFN 5.60
63..VG 2.60
85..VG+ 2.00
108..FN+ 2.25
122..FN- 1.75
128..FN+ 1.95
132..VFN- 1.75

Shadows & Light (1997)
1-2..NM 2.50

She-Hulk, The Savage (1980-1982)
11-14..VFN 1.10
15..VFN- 1.05
16..NM 1.50
18-20..NM 1.50
21..VFN 1.10
22..NM 1.50
23..VFN- 1.05

She-Hulk, The Sensational (1989 - 1994)
1..NM 2.50
2..VFN 0.90
2..NM 1.25
3-6..NM 1.25
8..NM 1.25
47..NM 1.25

She-Hulk: Ceremony (1990 2 Issue Ltd Series)
1-2..NM 2.50

Silver Sable (1992-1995)
1..NM 1.00
2-7..NM 0.75
9..NM 0.75
11..NM 0.75
13-14..NM 0.75

Silver Surfer (Vol 1) (1968-1970 1st Series)
1..FN+ 155.00
1..VG- 68.00
2..FN- 41.25
3..VFN- (1st Mephisto) 64.50
3..VG- (1st Mephisto) 21.00
4..FN+ 155.00
5..VG+ 17.25
5..VG- 14.50
7..VG- 13.50
8..NM- 40.50
8..VFN 32.25
9..FN+ 21.00
9..VG+ 14.75
10..VFN+ (ND) 36.25
10..VG (ND) 11.50
11..FN- 12.25
11..VG- 9.00
12..FN- 12.25
12..VFN 27.00
12..VFN- 23.25
14..VG+ (Spider-Man app.) 14.75
15..VG- 9.00
15..VG 10.00
16..FN 15.00
18..VFN 28.75

Silver Surfer (Vol 2) (1987-1998 2nd Series)
-1..NM 1.25
1..NM 8.00
2..NM 3.50
3-5..NM 2.00
6..NM 1.50
7-8..NM 2.00
9-11..NM 1.50
12-14..NM 1.25
15..NM 4.00
16..NM 2.50
17..NM 3.00
18-19..NM 2.50
20-22..NM 1.50
22..VFN 1.10
23..NM 1.50
23..VFN 1.10
24..NM 1.50
24..VFN 1.20
24..VFN+ 1.20
25..FN+ 1.30
25..FN- 1.00
25..NM 2.00
26-27..NM 1.25
27..VFN- 0.90
27..VFN+ 1.10
27..VFN 1.00
27..VG+ 0.50
28-29..NM 1.25
29..VFN+ 1.00
30..NM 1.25
31..NM 2.00
31..VFN+ 1.60
32-33..NM 1.00
34..NM 7.00
34..VFN 5.20
34..VFN- 4.90
35..NM 5.00
37..NM 2.00
38..NM 4.50
39..NM 1.25
40..FN+ 1.30
40..NM 2.00
41..FN- 0.85
41..NM 1.75
41..VFN+ 1.55
42..NM 1.75
42..VFN- 1.20
46..NM 2.00
47-48..NM 3.00
50..NM 6.00
50..VFN 4.50
51..FN 1.30
51..NM 2.00
51..VFN 1.50
52..NM 2.00
52..VFN- 1.50
53-55..NM 2.00
55..VFN 1.60
56..NM 2.00
56..VFN 1.60
57..NM 1.75
57..VFN 1.40
58-59..NM 1.75
60-61..NM 1.25
62..NM 1.75
63-66..NM 1.25
69..NM 1.00
70..NM 1.25
74..NM 1.25
75..NM 3.50
76-81..NM 1.00
82..NM 1.50
84-86..NM 1.00
87-88..NM 1.50
89-91..NM 1.00
97..VFN 0.90
98..FN+ 0.80
100..NM 5.00
123..NM 2.50
128..NM 2.00
129-131..NM 1.50
134..NM 1.25
139..NM 1.50

Silver Surfer Annual (1987-1997)
1..VFN 4.80
1..VFN+ 4.80
1..NM 6.00
3-5..NM 2.25

Silver Surfer/Rune (1995 One)
1..NM 4.50

Silver Surfer/ Superman (1996 One Shot)
1..NM 4.95

Silver Surfer/ Warlock: Resurrection (1993 4 Issue Ltd Series)
1-4..NM 1.50

Skrull Kill Krew (5 Issue Ltd Series 1995)
2-4..NM 2.00

Sleepwalker (1991-1994)
1..NM 1.25
2-15, 19..NM 1.00

Slingers (1998-1999)
4-11..NM 1.75

Solo (1994 4 Issue Ltd Series)
1-4..NM 1.00

Solo Avengers (1987-1991)
1..NM 1.25
2..NM 1.00
4-5..NM 1.00
7-11..NM 1.00

Solomon Kane (1985-1986 6 Issue Ltd Series)
4..NM 0.75

Son of Satan (1975-1977)
1..VFN 4.80
1..VG 2.10
1..VFN 4.50
2..VFN 2.40
3..FN+ 1.75
3..VFN 2.00
4..VFN- 1.85
8..FN 1.50

Spectacular Scarlet Spider (1995 2 Issue Ltd Series)
1-2..NM 1.75

Spectacular Spider-Man (1976-1998)
-1..NM 1.25
1..NM 30.00
1..FN 18.00
1..FN 19.50
2..VFN- 10.00
3..NM 9.00
4-5..NM 8.00
6..NM 7.50
7-8..NM 7.00
10..NM 6.00
11..VFN+ 4.80
13..FN- 2.25
13..NM 4.50
16..NM 4.50
17..NM (ND Scarce) 8.00
18..NM (ND) 7.00
19..NM- 4.05
20..NM 4.50
22-23..NM 5.00
24..NM 4.50
26..NM 5.00
27..FN 6.00
27..FN- 5.00
27..VFN 7.50
28..NM 8.00
29-30..NM 4.50
31-44..NM 4.00
44..VFN+ 3.20
45-46..NM 4.00
47..VFN+ 3.20
48-50..NM 4.00
51..VFN+ 3.20
52..NM 4.00
52..VFN- 2.80
53..NM 3.50
54..VFN- 1.75
55..NM 3.00
56..VFN+ 4.00
57..NM 3.00
57..VFN- 2.10
58..NM 3.50
58..VFN- 2.45
59..VFN 1.85
60..NM 3.50
60..VFN+ 2.80
61..VFN 1.85
61..VFN+ 2.25
62-63..NM 2.50
64..NM 7.50
64..FN- 3.75
65..NM 2.50
66..NM 3.00
67..NM 2.50
67..VG 0.85
68..NM 2.50
68..VG 0.85
69..NM 2.50
70..NM 3.50
71..VFN 2.00
71..FN 1.50
71..NM 2.50
72..VFN- 1.40
73-74..NM 2.50
74..NM- 2.25
75..VG- 0.75
75..VFN- 1.85
75..NM- 2.25
75..NM 2.50
76..FN 1.20
76..FN+ 1.40
76..NM 2.00
77..NM 3.00
78..NM 2.50
78..VFN 2.00
78..VFN+ 2.00
79..NM- 2.25
80..NM 2.25
80..NM- 2.00
80..VFN 1.80
81-82..NM (Punisher app) 3.50
82..VFN+ (Punisher app) 3.15
82..VG (Punisher app) 1.20
83..G+ 1.60
83..NM 6.50
83..VFN 5.20
84..NM 2.00
84..VFN+ 1.80
84..VFN- 1.40
85..VFN+ 4.80
86..NM 2.00
88-90..NM 2.00
91..VFN+ 1.60
92-93..NM 2.00
94..VFN- 1.20
94..NM 1.75
95..NM 1.75
96..NM 2.00
96..VFN- 1.40
97-99..NM 2.00
100..FN 3.00
100..NM 5.00
100..VFN+ 4.50
100..VG 1.75
101..NM 1.50
102..VFN 1.20
102..VFN- 1.05
103..VFN 1.10
104..NM 1.50
105..FN+ 1.05
105-107..NM 1.50
108..NM 1.75
108..VFN+ 1.55
108..VG 0.70
108..FN+ 1.20
109..FN 1.10
109..NM- 1.55
112-115..NM 1.75
116..NM 4.00
116..VFN- 2.80
117-119..NM 1.75
120-123..NM 1.50
123..VFN 1.10
124-125..NM 1.50
125..VFN 1.20
126-127..NM 1.50
127..VFN 1.10
127..VFN- 1.10
128..NM 1.50
128..VFN- 1.05
129..FN 0.95
129-130..NM 1.50
131-132..NM (Kraven Saga) 3.50
133-134..NM 1.75
134..VFN 1.30
135..NM 1.50
135..VFN 1.10
136..FN+ 1.05
136-138..NM 1.50
139..NM 1.75
140..VFN 1.30
141-143..NM (Punisher app) 1.75
144-145..NM 1.50
145..NM- 1.35
146..NM 1.50
147..NM (1st Demonic Hobgoblin) 4.00
148-157..NM 1.25
158..NM 2.50
159..VFN 1.10
159..NM 3.00
160-168..NM 1.25
170-171..NM 1.25
173..NM 1.25
174-177..NM 1.00
184-188..NM 1.00
189..NM (Holo-grafix Cover) 4.95
190-196..NM 1.00
196..NM- 0.90
197-199..NM 1.00
200..NM (Holo-grafix Cover) 2.25
201-203..NM (Maximum Carnage) 3.25
204-210..NM 1.00
211-212..NM 1.25
213..NM 1.00
213..NM 2.00
214-216..NM 1.00
218-219..NM 1.25
220..NM 2.00
221-222..NM 1.25
223..NM (Deluxe Edition) 3.50
223..NM (Deluxe Edition) 2.50
224..NM 1.25
225..NM (Holographics cover) 3.50
226..NM 1.25
227..NM 1.75
228..NM 1.25
230-232..NM 1.25
235..NM 1.25
238-242..NM 1.25
243..NM 1.50
248..NM 1.50
251-252..NM 1.50
254..NM 1.50
255..NM (Variant Cover) 4.50

Spectacular Spider-Man Annual (1980-present)
1..VFN 4.50
2..NM 3.50
3..VFN- 2.45
4..NM 3.00
5-7..NM 2.50
8-14..NM 2.00

Spellbound (1988 6 Issue Ltd Series)
1-6..NM 1.00

Spider-Girl (1998-present)
11, 18-19..NM 1.75

Spider-Man (1990-1998)
-1..NM 1.25
1..NM 4.95
1..NM (Poly Bagged) 8.95
2-3..NM 3.50
3..VFN- 2.45
4..NM 3.50
4..VFN 2.60
5..NM 3.50
5..FN 2.10
6..VFN 2.25
6..FN 1.80
6..NM 3.00
7..FN+ 1.60
7-13..NM 2.50
14..NM 2.00
15..NM 1.50
16..NM 2.00
17..FN+ 0.95
17-25..NM 1.50
26..NM 4.95
27-34..NM 1.50
35..NM (Maximum Carnage pt 4) 3.25
36..NM (Maximum Carnage pt 8) 3.25
37..NM 3.25
38-45..NM 1.50
46..NM 2.25
47-49..NM 1.50
50..NM 2.75
51..NM (Deluxe Edition) 2.50
52..NM 1.50
55-56..NM 1.50
57..NM 2.95
59-60..NM 1.50
61..NM 2.25
62-65..NM 1.50
72-73..NM 1.50
85..NM 1.75
89..NM (Variant Cover) 3.50

Spider-Man & His Amazing Friends (1981 TV One Shot)
1..NM 3.00

Spider-Man & Power Pack (1984 Give away comic)
1..NM 2.00

Spider-Man 2099 (1992-1996 1st Series)
1..NM 1.50
2-35, 38-45..NM 1.25

Spider-Man 2099 Annual (1994)
1..NM 2.00

Spider-Man 2099 Special (1995)
1..NM 2.50

Spider-Man 97, Peter Parker (1997)
1..NM 2.50

Spider-Man Adventures (1994-1996)
1..NM 1.50
1..NM 2.00
2-3..NM 1.25
4-7..NM 1.00
11-15..NM 1.00

Spider-man Chapter One (1998-99 13 Issue Ltd Series)
4-5, 7, 10..NM 2.00
12..NM 2.50

Spider-Man Classics (1993-1994)
3..NM 1.00
15..NM 1.50

Spider-Man Collectors Preview (1994 One Shot)
1..NM 1.25

Spider-Man Holiday Special 95 (1996 One Shot)
1..NM 2.50

Spider-Man Hotshots (1996 One Shot)
1..NM 2.00

Spider-Man Manga (1997-present)
4-21..NM 2.00

Spider-Man Saga (1991-1992)
1-4..NM 1.50

Spider-Man Special Edition: The Trial of Venom (1992 One Shot)
1..NM (UNICEF Charity Comic) 9.95

Spider-Man Team-Up (1996-1997)
2-3, 6..NM 2.50

7..NM 2.25
Spider-Man UnLtd (Vol 1)
(1993-1999)
1..NM 7.95
2. NM 6.50
3-5..NM 3.50
7..NM 3.50
12..NM 3.50
13..NM 3.00
14-17..NM 2.50
20-21..NM 3.50
Spider-Man UnLtd (Vol 2)
(1999-present)
1..NM 2.50
2-5..NM 1.75
Spider-Man vs Wolverine
(1987 One Shot)
1..NM 10.00
1..VFN- 7.00
Spider-Man, Deadly Foes of
(1991 4 Issue Ltd Series)
1-4..NM 1.25
Spider-Man, The Adventures of
(1996-1997)
1-5, 7-13, 15..NM 1.00
Spider-Man, The Lethal Foes of
(1993 4 Issue Ltd Series)
1-4..NM 1.25
Spider-Man/Dr Strange: The Way To Dusty Death
(1992 One Shot)
1..NM 4.95
Spider-Man/Gen 13
(1997 One Shot)
1..NM 3.50
Spider-Man/Punisher/Sabretooth: Designer Genes
(1993 One Shot)
1..NM 6.95
Spider-Man/Punisher: Family Plot
(1996 2 Issue Ltd Series)
1-2..NM 2.25
Spider-Man/Ultraforce
(1996 One Shot)
1..NM 2.50
Spider-Man/X-Factor: Shadowgames
(1994 3 Issue Ltd Series)
1-3..NM 1.25
Spider-Man: Dead Mans Hand
(1997 One Shot)
1..NM 2.00
Spider-Man: Funeral for an Octopus
(1995 3 Issue Ltd Series)
2-3..NM 1.50
Spider-Man: Legacy of Evil
(1996 One Shot)
1..NM 2.95
Spider-Man: Made Men
(1998 One Shot)
1..NM 3.50
Spider-Man: Redemption
(1996 4 issue Ltd Series)
2-4..NM 1.00
4..NM 1.75
Spider-Man: The Arachnis Project
(1994-1995 6 Issue Ltd Series)
1-6..NM 1.25
Spider-Man: The Clone Journal
(1995 One Shot)
1..NM 1.75
Spider-Man: The Final Adventure
1995-1996 4 Issue Ltd Series)
1-3..NM 2.50
Spider-Man: The Lethal Foes of
(1993 4 Issue Ltd Series)
2..NM 1.25
Spider-Man: The Lost Years
(1995 3 Issue Ltd Series plus issue zero)
0-2..NM 2.50
Spider-Man: The Mutant Agenda
(1994 3 Issue Ltd Series)
0-3..NM 1.25
Spider-Man: The Parker Years
(1995 One Shot)
1..NM 1.75
Spider-Man: The Power of Terror
(1995 4 Issue Ltd Series)
1-4..NM 1.25
Spider-Woman (Vol 2)
(1999-present)
1..NM 3.50
2-5..NM 2.50
6-11..NM 1.75
Star Brand
(1986-1989)
1-10..NM 0.75
11-16..NM 1.00
Star Brand Annual
(1987)
1..NM 1.00
Star Masters
(3 Issue Ltd Series)
1-2..NM 1.25
Star Trek
(1980-82)
2..VFN+ 2.25
Star Trek the Untold Voyages
(1998 5 Issue Ltd Series)
4-5..NM 2.00
Star Trek TNG Riker Special
(1998 One Shot)
1..NM 2.50
Star Wars
(1977-1986)
1..VFN- 24.50
2..VG+ 6.00
3..NM- 10.75
9..FN 6.00
11..FN+ 5.20
13-15..NM 8.00
16..VFN+ 6.40
18..NM 8.00
19..FN+ 5.20
25-26..VFN+ 5.60
27..NM 7.00
56..NM 6.00
60..FN+ 3.90
60..NM 6.00
61..FN- 3.00
64-65..NM 5.00
76..NM 5.00
86..NM 4.50
90-91..NM 4.50
92..VFN- 3.15
95..NM 4.50
98-99..NM 4.50
100..NM 7.50
101-102..NM 14.00
104-105..NM 14.00
Star Wars: Return of the Jedi
(1983-1984)
1-3..NM 2.50
Star-Lord Special Edition
(1982 One Shot)
1..NM 3.50
Starlord
(1996-1997 3 Issue Ltd Series)
1-3..NM 1.50
Storm
(1996 4 Issue Ltd Series)
1..NM 2.50
Strange Tales (One Shot)
(1995 One Shot)
1..NM 4.50
Strange Tales (Vol 1)
(1951-1976 1st Series)
105..VG 40.50
118..VG 13.25
121..VG 11.50
138..VFN 14.25
138..VG- 4.80
141..VG+ 5.70
146..VG- 4.80
147..VG- 4.80
147..FN+ 11.25
148..FN+
(Origin of the Ancient One) 13.25
150..G 3.50
152..VG- 4.80
153..FN- 6.80
153 VG- 4.30
160..FN+ 8.40
175..FN 1.20
176..VG+ 0.80
178..FN
(Warlock begins) 4.50
178..FN+
(Warlock begins) 5.20
178..VFN-
(Warlock begins) 5.20
179..NM 3.50
179..VG- 1.05
179..VG+ 1.75
179..VFN- 2.60
179..VFN 2.80
180..FN 2.10
180..FN- 1.90
180..VFN 2.60
180..VFN 2.80
180..VG 1.20
181..FN+ 2.45
181..NM 3.50
181..VG+ 1.75
183..FN- 1.75
184..FN 2.10
185..VG- 1.05
Strange Tales (Vol 2)
(1987-1988 2nd Series)
1..NM 1.00
2-3..NM 0.75
3..VFN 0.60
4-19..NM 0.75
Strange Tales (Vol 3)
(1998 3rd Series)
2..NM 3.95
Strange Tales: Dark Corners
(1998 One Shot)
1..NM 3.50
Sub-Mariner
(1968-1974)
1..VG 29.00
2..VG+ 9.75
9..FN+ 6.80
9..VG 5.20
10..VG+ 5.00
10..VG+ 6.20
11..VFN+ 8.00
12..G+ 2.50
14..VG 5.20
16..VG- 2.25
19..FN 4.20
26..FN- 2.20
63..FN 1.80
64..VG 1.05
65..VFN- 2.10
66..VFN+ 2.40
67-68..FN+ 2.10
Sub-Mariner Annual
(1971-1972)
1..VG+ 3.20
Sub-Mariner, The Saga of the
(1988-1989 12 Issue Ltd Series)
1-6..NM 1.00
Sunfire & Big Hero Six
(1998 3 Issue Ltd)
1..NM 2.00
Tales of Suspense (One Shot)
(1995 One Shot)
1..NM 4.50
Tales of Suspense (Vol 1)
(1st Series 1959-1968)
40..G+ 135.00
41..VG- 105.00
42..VG- 48.00
44..VG- 50.00
45..G+ 37.00
46..VG
(1st Crimson Dynamo) 37.50
47..VG 33.25
47..VG- 27.50
48..VG- 32.25
50..VG+
(1st Mandarin) 29.50
51..VG 21.75
54-55..VG 15.75
56..FN 23.50
56..VG- 13.00
57..VG
(1st Hawkeye) 31.75
58..VG+ 49.50
61..VFN- 31.00
62..G+ 9.50
71..VFN+ 24.25
73..VG 7.60
75..FN 16.25
76..G+ 4.25
76..VG 6.50
76..VG 9.00
77..VG 6.50
79..G+ 3.80
81..VG 5.50
83..VG- 5.70
84..VG- 5.00
85..NM 19.00
86..VG 5.50
87 FN 7.50
88..FN- 6.60
89..FN+ 9.20
89..G+ 4.35
91..VG 5.00
92..VFN- 10.75
93..FN 7.50
93..VG- 4.20
94..FN+ 9.20
94..NM 17.50
95..FN 7.50
96..VFN 12.50
97..G+ 3.30
99..VFN- 10.75
Tales to Astonish (Vol 1)
(1st Series 1959-1968)
46..VG+ 29.50
49..VG- 26.25
50..VG 17.25
52..G+ 11.25
56..VG- 12.00
57..FN 38.50
58..VG+ 16.50
59..FN- 34.00
64..VG+ 14.00
66..FN- 15.00
67..FN+ 19.75
67..FN- 14.25
68..FN 15.00
68..G+ 6.60
69..VG 10.00
70..FN+ 23.75
70..VG+ 14.75
71..FN- 9.50
71..VG 10.00
71..FN 10.75
72..FN- 9.50
73..FN+ 13.25
73..VG+ 8.20
74..VG 7.20
74..VG- 7.50
75..FN 10.75
75..VFN 18.00
76..VG 6.50
76..VG+ 7.40
77..FN+ 11.75
78..FN+ 15.75
78..VG+ 11.25
78..VG+ 7.40
79..VG+ 8.20
80..G+ 4.70
81..VG+ 6.60
82..FN+ 13.25
83..FN 13.00
83..VG+ 6.60
84..FN- 7.60
84..VFN 14.25
87..G+ 5.00
87..VG- 4.80
88..VG+ 10.00
89..VFN+ 16.00
91..FN 8.60
91..FN 13.00
91..VG+ 6.60
92..VG 7.20
93..FN+
(Silver Surfer vs The Hulk) 17.00
93..VFN
(Silver Surfer vs The Hulk) 23.25
95-96..VFN 12.50
96..VFN- 10.75
96..VG 5.00
98..FN+ 11.00
98..VFN 15.00
98..VFN- 13.00
99..FN- 11.00
100..FN+ 13.25
101..VFN- 20.00
Tales to Astonish (Vol 2)
(2nd Series 1979-1981)
10..VFN- 0.70
11..VFN 0.80
12..FN+ 0.65
13..FN+ 0.70
13-14..VFN 0.75
Team X 2000
(1998-present)
1..NM 2.75
Thing
(1983-1986)
1..NM 2.00
2..VFN- 1.10
9, 12-13, 15-19..NM 0.75
21, 30..NM 0.75
Thor (Vol 1)
(1st Series 1963-1996)
129..VG 7.90
129..NM 27.50
132..VG 7.20
135..VG 7.50
135..VG+ 8.50
135..G- 2.85
136..VFN- 14.50
136..VG- 7.00
137..NM 24.00
139..FN 15.50
139..VG 9.50
139..VFN+ 19.25
139..VG 6.90
140..VG 6.90
141..VG+ 10.00
141..FN 8.60
141..VFN+ 16.00
141..VG 5.80
142..VFN- 12.25
142..FN- 7.60
144..VG- 5.40
146..FN 8.60
146..FN+ 10.50
148..VFN+
(1st Wrecker) 16.00
149..FN- 7.60
149..VFN 14.25
149..VG+ 6.60
153..FN- 6.20
156..FN- 6.20
158..FN 13.75
158..FN- 12.25
159..FN- 6.20
161..VFN+ 11.25
163..FN+ 7.40
163 VG+ 4.60
164..FN+ 7.40
164..VFN+ 11.25
166..FN
(2nd full Him/Warlock) 12.75
166..VG
(2nd full Him/Warlock) 8.70
166..VG+
(2nd full Him/Warlock) 15.00
168..VFN- 8.00
169..VFN- 8.00
169..VFN 9.30
170..VG 5.20
171..VFN 7.90
172..FN+ 5.80
172..FN+ 7.70
172..G 1.65
172..VG+ 5.50
173..VFN- 6.80
174..FN 4.30
174..FN- 7.00
174..VFN- 6.20
175..FN+ 7.00
175..VFN+ 8.10
177..FN 4.30
178..VG+ 3.30
180..G 1.50
184..G 1.30
185..VG- 1.95
187..VG- 1.95
189..VG+
(Nick out of lower R/H corner, otherwise VFN+) 3.50
193..VFN- 21.00
197..NM 6.50
197..VFN+ 5.20
201..VG+ 1.80
204..FN+ 2.90
205..FN 2.70
208..NM 4.50
208-209..VFN- 3.15
209..VG 1.55
210..FN 2.10
210..FN+ 2.25
210..VG+ 1.40
211..FN+ 2.25
212..FN 1.75
212..NM 3.50
212..VFN- 2.45
213..NM 3.50
213..VG 1.20
214..FN 2.10
214..VG+ 1.40
214..FN- 1.75
214..FN 2.25
214..FN+ 2.25
215..VFN+ 2.80
215..VG 1.20
215..VG 1.40
216..NM 3.50
218..NM 3.50
218..VG+ 1.75
219..NM 3.50
219..NM- 3.15
219..FN 2.10
219..VFN- 2.45
219..FN 2.25
220..FN 2.25
220..FN+ 2.25
220-221..NM 3.50
223..VFN+ 4.05
227..FN+ 1.60
227..NM 2.50
227..VFN- 1.85
228..VFN- 1.75
228..FN 1.60
228..NM 2.50
229..VFN 1.85
229-230..VFN- 1.75
231..NM 2.50
232..FN+ 1.30
234..FN 1.20
234..VFN- 1.50
235..FN+ 1.30
235..VFN 1.50
236-237..VFN- 1.40
239..VFN+ 1.60
240..FN 1.20
240..FN+ 1.40
241..NM 2.00
242..VFN+ 1.60
242..VFN- 1.50
242 VFN+ 1.80
243..VFN 1.60
243..VFN+ 1.60
243..VG 0.70
244..VFN- 1.40
244..VFN- 1.50
244..VG 0.70
245..NM 2.00
246..VFN- 1.50
246..FN 1.20
246..VFN 1.50
247-248..FN+ 1.30
248 VFN- 1.40
249-250..NM 2.00
251..VFN+ 1.20
252..NM 1.50
252..VFN- 1.05
252..VG+ 0.60
253..FN- 0.75
253..NM- 1.35
254..VFN- 1.05
254..NM 1.50
254..VFN 1.10
255..VFN+ 1.20
256..VFN 1.20
256..VFN- 1.05
257..FN+ 0.95
257 FN+ 1.05
257..NM 1.50
257..VFN- 1.10
258..NM 1.50
258 VFN+ 1.20
259 NM 1.50
259..VFN 1.20
260-262..NM 1.50
262..VFN+ 1.20
263..VFN- 1.05
263..VFN- 1.10
263..FN- 0.75
264-265 NM 1.50
265..VG 0.50
266-267..NM 1.50
267..VFN+ 1.35
267..VFN- 1.10
268..VFN- 1.10
268..NM 1.50
268..VFN+ 1.20
268..VFN+ 1.35
269..NM 1.50
270..VFN+ 1.20
271..NM 1.50
271..VFN 1.10
271..VFN+ 1.35
272..NM 1.50
273..FN+ 0.95
273..VFN- 1.05
274..VFN+ 1.20
274..VFN+ 1.35
275..NM 1.50
275..VFN- 1.10
276..NM 1.50
276..VFN+ 1.20
277..VFN 1.10
279..NM 1.50
279..VFN+ 1.35
280..FN- 0.75
280-282, 285..NM 1.50
286-288, 290..NM 1.50
292..VFN 1.10
293-295 NM 1.50
297-299..NM 1.50
300..NM 7.50
301..NM 1.25
302..NM 1.50
303..VFN+ 1.10
306-317..NM 1.25
318..VFN 0.90
319-326 NM 1.25
328-331..NM 1.25
332..NM 2.00
333-336..NM 1.25
339-340 NM 1.50
341-355..NM 1.25
356..VFN- 0.85
357-372..NM 1.25
373..NM 2.50
375-381..NM 1.00
382..NM 2.00
384-392. NM 1.00
393..FN+ 0.65
394-397..NM 1.00
398..VFN- 0.70
399..NM 1.00
400..NM 3.50
401..NM 1.00
402-404 NM 0.75
406-409..NM 0.75
411..NM
(1st New Warriors) 3.50
412..NM
(1st Full New Warriors) 5.00
413-423..NM 0.75
425-427..NM 0.75
429-430..NM 0.75
435 VFN+ 0.65
436-439..NM 0.75
440-441..NM 1.25
442-444 NM 0.75
447-448..NM 0.75
451-452..NM 1.00
452..VFN 0.80
453..NM 1.00
453..VFN 0.80
454..NM 1.00
456-457 NM 1.00
460-461..NM 1.00
463-465..NM 1.00
468 NM 1.50
470..NM 1.50
471..NM 1.00
Thor (Vol 2)
(2nd Series 1998-present)
1..NM
(Variant Cover) 5.95
1..NM 3.50
3, 5-11..NM 1.75
12..NM 2.50
13-16, 19-20, 23..NM1 75
Thor Annual
(1966-1994)
5..VFN- 3.75
6..VFN+ 5.40
9..NM 3.50
13..NM 2.50
14..NM 1.75
18..NM 1.75
Thor Corps
(1993 4 Issue Ltd Series)
1 NM 1.25
Thunderbolts
(1997-present)
-1..NM 1.25
3-4..NM 3.00
5-7..NM 2.50
8..NM 2.00
10..NM 1.75
35-36..NM 1.75
Thunderstrike
(1993-1995)
1. NM 2.50
3, 5, 11..NM 1.25
13..NM
(Double Feature) 2.50
13-14..NM 1.25
14..NM
(Double Feature) 2.25
Tomb of Dracula
(1991-1992 4 Issue Ltd Series)
1-3..NM 3.50
Tomb of Dracula, The
(1972-1979)
7..VFN- 5.20
14..VG 1.90
16..FN- 2.75
17..VFN- 3.85
17..VG- 1.65
18..VG 1.90
26 NM 4.00
26..VFN- 2.80
27..NM 4.00
52..VFN+ 2.80
53..VFN- 2.45
57..VG 0.85
61..FN+ 1.60
Tower of Shadows
(1969-1971)
5..VG- 1.80
Two Gun Kid
(1960-1977)
80..VG- 2.25
86..VG+ 1.80
Two Gun Kid: The Sunset Riders
(1995 2 Issue Squarebound Series)
1..NM 4.95
Typhoid
(1995 4 Issue Ltd Series)
1..NM 2.50
Uncanny Origins
(1996-present)
2, 4-6, 12..NM 1.00
Uncanny X-Men
(1963-present)
-1 NM 1.25
3 VG- 89.00
5..VG- 43.00
6 VG 58.00
7 VG- 43.00
7..VG- 54.00
8 VG 60.50
9 VG- 43.00
9..G+ 45.00
9..VG 72.00
10..VFN- 80.50
11..G- 15.25
11..VG+ 46.00
11..FN- 53.00
12 FN 84.00
14 VFN 86.00
15..VFN- 74.00
16..VG- 16.75
17..FN- 22.75
17..VG- 14.25
18 VG 22.00
19 VG+ 21.25
19..VG- 15.50
19..FN 25.75
20 NM- 54.00
21 VFN 36.00
21..VG+ 16.50
22..VFN- 31.00
23..FN- 19.00
24..FN- 17.00
24..G+ 11.25
24 VFN- 27.75
25..VFN- 31.00
26..VG 14.50
27..FN+ 23.75
28..FN+
(1st Banshee) 34.25
28..FN-
(1st Banshee) 24.50
29 VG+ 13.00
30..FN- 15.00
30..VG 16.00
34..VG 8.70
34 VG- 7.20
36..FN- 11.25
36 VFN+ 24.25
36 VG 8.70
39 VG+ 9.75
37 VFN 21.50
37 FN 19.50
38 VG- 9.00
40 VG- 7.20
41 VFN+ 22.25
43 VFN 19.75
45 VFN 18.00
46 VG 6.50
47..VFN 13.75
53..FN+ 15.75
54 VFN- 17.00
54..VG+ 9.00
57..NM- 20.25
60..FN+ 13.25
62..VFN- 15.50
63..FN- 13.75
64..FN- 8.50
65..VFN 18.00
67 VFN 12.50
73-76..VG+ 6.00
79..FN- 7.50
80..FN+ 9.75
82..FN- 6.70
83..VG 4.70
84..VG+ 5.40
85-86..VFN- 9.40
88..VG- 5.20
89..VFN- 8.40
90..VG 4.20
91..VFN- 8.40
92..VG 3.50
93..FN 7.20
95..G+ 11.25
95..NM- 54.00
96..FN 12.00
96..VFN- 14.00
99..FN+ 10.25
99..NM 16.00
99..VFN- 11.00
100..VFN 13.50
101..VFN- 9.75
103..VFN 12.00
109..VFN 9.75
109..FN+ 8.40
111..FN+ 4.80
112..VFN+ 5.60
114..VFN 5.20
115..VFN- 4.90
119..VG 2.10
120 VFN
(1st Alpha Flight) 14.00
120..VG-
(1st Alpha Flight) 6.00
122..VFN- 9.75
123 VG 2.10
124..VG- 1.80
124 VFN- 4.20
124 VFN+ 4.80
124 FN 3.60
125 VFN+ 4.80
127..VFN+ 4.80
129 NM 7.50
129..VG 2.60
130..FN+ 4.80
130 VFN- 5.20
131..G 1.00
131..NM 5.00
131..VFN 3.75
132 FN- 2.50
132 VFN 3.75
133 VFN- 4.90
133 VFN 5.20
134 FN- 2.50
134..NM 5.00
134..VG 1.75
135 NM 5.00
135 VFN- 3.50
136 VG 1.75
138 VFN+ 6.40
138..VFN- 5.60
139..G 1.60
139 VG+ 3.20
140 FN+ 5.80
140..G- 1.35
140 VFN+ 7.20
140..VFN- 6.30
141..VFN 6.70
142..FN 4.80
142..NM 8.00
143..FN+ 3.25
143..VFN 3.75
143 VFN- 3.50
144..FN+ 2.25
144 FN 2.10
145 VG+ 1.40
145..NM 3.50
145 VG 1.20
146 NM 3.50
147..FN- 1.75
147 NM 3.50
147..VG+ 1.40
149..FN- 1.75
149 VFN+ 2.80
149..VFN- 2.45
149..VG 1.20
150 NM 5.00
151 NM 3.00
151..VFN+ 2.40
151 VG+ 1.20
152-154..NM 3.00
154..VFN+ 2.40
154..VG- 0.90
155 VFN- 2.10
155..VG+ 1.20
156..NM 3.00
156..VG+ 1.20
157..FN 1.80
157 NM 3.00
158..NM 5.00
158..FN+ 3.25
159..VG+ 1.20
159..VFN+ 2.25
159..VFN+ 2.40
160 NM 3.00
160 VFN 2.25
161..FN+ 2.60
161 NM 4.00
161..VFN- 2.40
162..NM 4.00
163..VFN+ 3.20
164..NM 4.00
165..NM 4.50
166..NM 6.50
167-168..NM 4.50
168..VFN- 3.15
168..VG- 1.35
169..NM 4.50
169 VG+ 1.80
169..VG- 1.35
170..FN- 2.25
170..G+ 1.10
170..VFN 3.35
170 VFN+ 3.60
171..NM 5.50
171 NM- 4.90
171 G+ 1.35
171 VG- 1.65
172 NM 5.50
172..VFN+ 4.40
173..G+ 1.35
173..NM 5.50
173 NM- 4.90
173 VFN 4.10
174..NM- 3.60
174 VFN 3.00
174..VG- 1.20
175 VFN- 3.85
176..FN+ 2.25
176 VFN+ 2.80
176..VFN 2.60
177 G+ 0.85
177 NM 3.50
178..VFN 2.60
178..VFN- 2.45
179..NM 3.50
179. VG 1.20
180. VFN+ 2.80
180..VG- 1.05
181..NM 3.50
181 VG+ 1.40
182..VFN+ 2.80
183-185..NM 3.50
186..NM- 4.50
186..VG 0.85
186..NM 5.00
187-188..NM 2.50
189 NM 2.00
190..VFN- 1.40
192. NM 2.00
193..NM 5.00
194..FN 1.50
194-195..NM 2.50
195. VG 0.85
195 VFN+ 2.00
196 .VFN+ 2.40
197. VG 1.05
198 NM 3.00
198. VFN 2.25
198..VG 1.05
199..FN+ 2.60
199..VG 1.40
200..NM 7.50
201 FN 6.00
201 .FN+ 6.50
201. NM 10.00
201..NM- 9.00
202..VFN- 2.80
203 .FN+ 2.60
203..VFN 3.00
204-205 .NM 4.00
205. VFN 3.00
206 .NM 3.00
206 VFN- 2.10
207 VFN 2.60
207 .VFN- 2.45
208 NM 3.50
208..VFN- 2.45
208..VG 1.20
209 VG+ 1.20
209..NM 3.00
210..VFN- 7.00
210 VFN 7.50
210..NM 10.00
211. NM 11.00
211..VFN- 7.70
212..VFN+ 8.00
213..FN 6.60
213..NM 11.00
213..VFN- 7.70
213..VG- 3.30
214 NM 3.00
215..NM 2.50
216-220 .NM 2.00
220. VFN- 1.40
221..NM 2.00
222. FN+ 2.90
222..NM 4.50
222..VG 1.55
223. NM 2.00
223..VFN- 1.40
224..NM 2.75
224 .NM- 2.45
224. VFN+ 2.20
225 .NM 3.25
225..VFN- 2.25
226-227..NM 3.75
228 .NM- 2.00
228..NM 2.25
229..NM 2.25
229..VFN 1.65
230 NM 2.25
230..VFN 1.65
231 .FN 1.45
231-232..NM 2.25
232..VFN+ 2.00
233-234 .NM 3.00
235..NM 2.00
236-241..NM 2.25
242. VFN 2.05
242. VFN- 1.90
242 NM 2.75
243..NM 2.25
244. NM 3.00
245..FN 1.45
245. NM 2.25
246-247..NM 1.75
248 .NM 6.00
248 .NM
(Signed by Jim Lee) 15.95
248 VFN 4.50
248..VFN+ 4.80
248 .VFN- 4.20
249..NM 1.75
250..VFN- 1.20

250..NM....1.75
250:FN+....1.10
250..FN....1.05
251..NM....1.75
251..VFN+....1.40
252..NM....1.75
252..VFN-....1.20
253..FN-....1.10
253..NM....2.25
253..NM-....2.00
254..NM....2.25
255..VFN-....1.55
256..NM....6.00
257..NM....4.50
258..NM....5.50
259..FN+....1.45
259..NM....2.25
259..VFN....1.65
260..NM....2.25
260..VFN+....1.80
261..NM....2.25
262..NM....1.75
262..VFN....1.30
263..FN+....1.10
263..VFN....1.30
263..NM-....1.55
263..NM....1.75
264-265..NM....1.75
265..VFN-....1.20
266..NM....14.00
267..FN....3.30
267..NM....5.50
267..VFN-....3.85
268..NM....8.00
268..VFN-....5.60
269..VFN....5.20
269..NM....7.00
270..NM....4.50
270..VFN....3.35
271-272..NM....3.50
272..VFN....2.60
273-275..NM....3.50
276..NM....3.00
276..VFN+....2.40
277..FN+....1.95
277..NM....3.00
277..VFN+....2.40
278..NM....2.00
279..NM....1.75
279..VFN-....1.30
279..FN+....1.20
279..VFN....1.40
279..VFN....1.30
280..NM....1.75
281..NM....2.75
282..NM (2nd Printing)....1.50
282-283..NM....3.75
284..NM....1.50
285-287..NM....1.25
289-291..NM....1.25
291..NM-....1.10
292..NM-....1.10
292..NM....1.25
293..NM....1.25
294-296..NM....2.50
297..NM....1.25
297..VFN+....1.00
298..NM....1.25
299..NM....1.75
300..NM....6.50
301-302..NM....1.75
302..VFN-....1.30
303..NM....1.75
304..NM....6.50
304..NM (Signed by John Romita Jr with certificate)....9.95
305-306..NM....1.75
307-315..NM....1.75
307..NM....1.25
316..NM (Holographics cover)....3.50
317..NM (Holographics cover)....3.50
318-319..NM....1.75
320..NM....2.50
321..NM....1.75
323-324..NM....1.75
325..NM....6.50
326..NM....1.75
326..VFN-....1.20
327..NM (Signed Edition)....4.95
327..NM-....1.55
328..NM....1.75
332 NM....1.75
338-342..NM....1.75
356..NM....1.75
358-359 NM....1.75
364..NM....1.75
367..NM....1.75
370..NM....1.75
372-374..NM....1.75

Uncanny X-Men Annual (1963-present)

3..VFN+....12.75
4..NM....6.00
4..FN+....3.90
5-6..NM....4.00
7..NM....3.50
7..VFN....2.60
8..NM....2.75
9-10..NM....5.50
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12..VFN....3.60
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13 FN....2.70
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Transmet... content to puke bile at you

Beyond 2000 by David Bishop

Rants and raves from Egmont's ex-Tharg

LET'S GET one thing straight from the start – all magazine columns are drivel, written by people in love with the sound of their own opinions. Comics scribe Grant Morrison used to write a monthly column called *Drivel*, just to prove the point. So if you want to be infuriated, informed and maybe even entertained, then you've turned to the right page.

Before going any further, I better present my credentials. What qualifies me to pass judgement on comics? I got hooked on comics in the 1970s while growing up in New Zealand. My favourite fix was Marvel Comics because each one was cheap, easy to find and printed in lurid colour. I frequented New Zealand's first comic shop in the country (Mark One Comics, in Auckland's Custom House) and have been hanging around the racks ever since, waiting for this week's dose of four-colour thrills. In 1990 I shifted to London and bluffed my way into a job as assistant editor on a new comic called **The Judge Dredd Megazine**.

Ten years on and I have just resigned as editor of **2000 AD** to go free-lance. In a neat piece of circular irony, my first job is freelance editor of **The Judge Dredd Megazine**. In short, I've been a comics professional for a decade and a comics junkie for quarter of a century. That makes my opinion just as valid as that of anyone else – and just as full of drivel.

When you work in comics, you get a lot of material for free. But if I haven't paid for a comic, I find it hard to care about what's inside the cover. Here are my thoughts on some titles I'm currently buying. **100 Bullets** (Azzarello & Risso, Vertigo/DC) – the best ongoing Vertigo title since Garth Ennis and Steve Dillon unleashed **Preacher**. DC has tried to talk up Warren Ellis's **Transmetropolitan** as the next "hot" Vertigo title but that just won't fly. For a start, the character of Spider Jerusalem is too corrosive to ever have more than a tiny cult following. Borrowing from Hunter S. Thompson's gonzo journalism style wins no points for originality – the newspaper strip *Doonesbury* has been doing that for over 20 years. **100 Bullets** is much fresher and more entertaining. Azzarello and Risso served notice of their talents with the excellent **Johnny Double** mini-series, but this ongoing monthly surpasses that. Where **Transmet** seems content to puke bile at you, **100 Bullets** has a heart and makes you care about its ever-changing ensemble cast. I like to be entertained when I read a comic. When I want to read Warren Ellis's rantings, I go to his column at *www.comicbookresources.com*

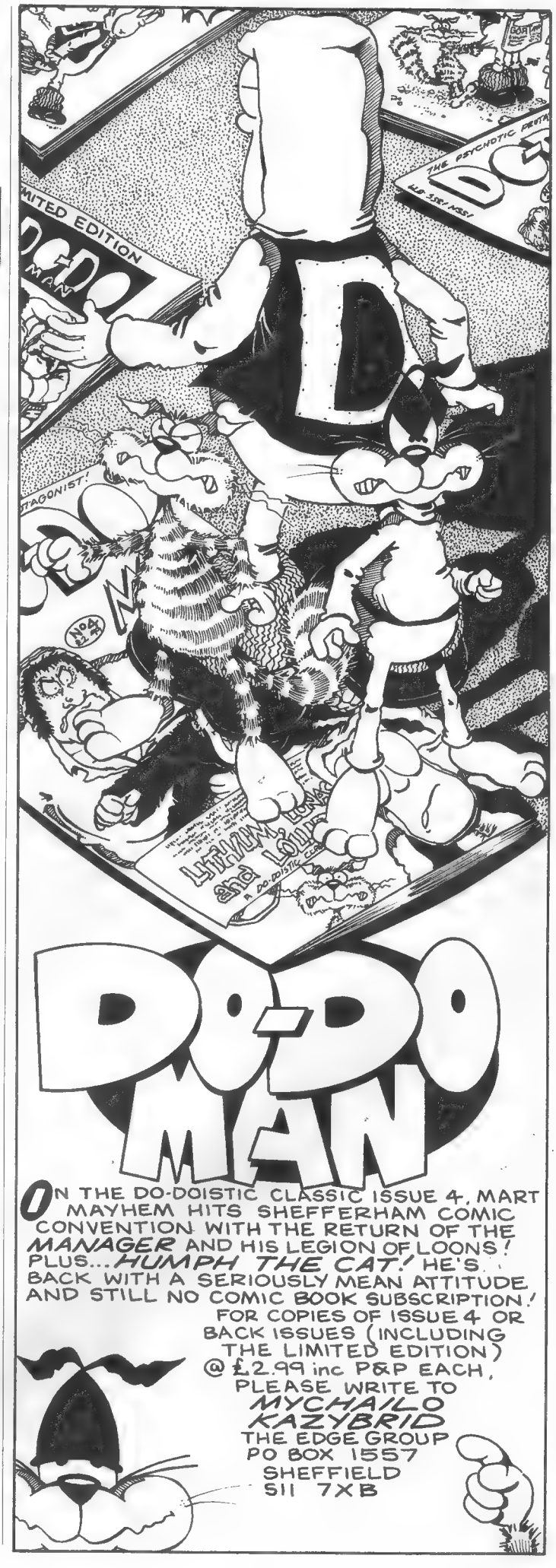
The Authority (Millar & Quitely, WildStorm) – I'll buy anything drawn by Frank Quitely. Back in the early 1990s this Glasgow artist was trying to make the jump to mainstream comics and I was lucky enough to commission him for **The Judge Dredd Megazine**. I just love his art and this book is a joy to behold. The inking doesn't do Quitely's pencils justice, but fine computer colouring compensates.

I picked up the first Millar/Quitely issue just for the artwork, ignorant of **The Authority**'s central idea, its characters or their backstory. In his first story arc since taking over from Warren Ellis, Mark Millar is striking an elegant balance between restating the title's ethos, developing the characters and telling a good yarn. Unhappily, he persists in using rape as a threat or a weapon in almost everything he writes. I suggest he goes to a rape trial and hears the testimony of a victim – he might think twice before using rape as a cheap shock tactic in future stories.

Liberty Meadows (Cho, Insight Studios) – this charming title reprints a US syndicated newspaper strip. It is set in an animal sanctuary where two humans treat a group of talking animals stricken with various neuroses. The strips are funny, poignant and suitable for any reader – regardless of age or gender. An added bonus is the stunning art of creator Frank Cho, who is able to render funny animals alongside lush good girl art. If you want to sample the goods, go to *www.sunnyfundays.com*

Also on my shopping list: Alan Moore and Gene Ha's **Top Ten**, a superhero homage to *Hill Street Blues;* Jeff Smith's **Bone**, a book for all ages; David Lapham's **Stray Bullets**, the coolest of crime comics; Terry Moore's soap opera **Strangers in Paradise**; J. M. Straczynski's superhero maxi-series **Rising Stars**; Dave Sim's **Cerebus**, currently contemplating Ernest Hemingway (don't ask) and **2000 AD**.

Next issue I'll be writing about the five most over-rated scribes in comics and my favourite creator excuses for missing a deadline. Back in 28!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Comment is a forum to enable fans and professionals alike to express their personal points of view on aspects of the comics industry. As such, the following opinions do not necessarily reflect those of this publication, but space will be given in subsequent issues to well-reasoned opposing views. Submissions are edited only for grammar, clarity and brevity.

Nostalgia, the real enemy of art

Comment by Dominic McDonagh, Newcastle-Under-Lyme

PROBABLY THE most bizarre element of CI's discussion over Frank Miller's planned sequel to **Dark Knight Returns** *(News,* CI #120) is the number of people hoping it will inspire a similar degree of media interest to its predecessor.

These people are cleaving to a false hope. The media interest in **Dark Knight Returns** was largely a result of its being the first Batman comic packaged as a novel and aimed at a mature audience. At the time this was unusual enough to generate a lot of interest. But now, after 10 years of overpriced and mostly awful graphic novels and prestige editions featuring Batman, it's practically the norm.

The original **Dark Knight** picked up on a lot of material fashionable in the late '80s, such as cyberpunk SF and Libertarian survivalist fiction, and used it to update the character's core story.

Regurgitating these elements now just won't have the same impact. Aside from anything else, **The Dark Knight Returns** looks more than a little dated. The comics boom of the late '80s was not produced solely by Miller's take on Batman, despite many people's adoption of this as a symbol for the late '80s boom, and his returning to that-character is unlikely to have such an effect now.

The late '80s was a fertile and innovative period for comics, but the main reason the industry never consolidated on the boom it enjoyed back then was its insistence on churning out pale imitations of the work that attracted the most attention, rather than trying to develop new themes and tropes. It would seem that Frank Miller is now doing the same thing.

Still I'm sure the fanboys will buy it in sufficient quantities for it to outsell all of the work Miller has done since 1987, most of which is superior to **Dark Knight Returns**.

This reliance on characters from the '40s is why the comics industry didn't ever manage to pick up more than a niche audience. Forget good taste, nostalgia is the real enemy of art. If the likes of **Preacher** and **The Invisibles** can't generate an '80s style media circus, a retread of a 13-year-old Batman mini-series certainly won't.

Dark Knight Returns just isn't a novelty any more. Get over it.

The Invisibles: What the hell went wrong?

Comment by Saxon Bullock: saxonbullock@netscapeonline.co.uk

A FEW words on what was my favourite comic four years ago, and has ended up as a painfully convoluted barrage of ill-conceived and embarrassingly over-hip hogwash.

I am talking, of course, about the sad tale of **The Invisibles**. I loved volume 1, issues 1-26 were fabulous, inventive and enjoyable. From volume 2 onwards, it metamorphosed into the most tremendous pile of arse I've ever seen, and it's particularly annoying from a writer I respect and who has written a lot of very good books.

When you stop respecting your audience and start pulling rabbit-out-of-hat tricks (building up a plot device and then everyone saying "Ah-hah! We knew what was going on all the time!"), as well as apparently losing the ability to write three dimensional and sympathetic characters, while burying your backstory in the most ill-considered psychedelic mumbo-jumbo it's ever been my shame to plough through, I think the obvious message is Grant Morrison should stop believing his own hype.

Convince yourself that you're the main character of your novel and you're writing a piece of magic, fine. Just tell a good story at the same time.

As for his whining about being ripped off in *Matrix* – yes, there are similarities, but only in as much as **The Invisibles** was also born out of action movie conventions. *Matrix* isn't the most original film ever made, but it's ripping off from a hell of a lot more than **The Invisibles**, and telling a complex story in a precise and coherent way that Morrison appears to have forgotten. "Hey,

the good guy's bald and wears shades! That was my idea!" Get a life, you saddo, or read **Doom Patrol**, written when you were capable of good comics without confusing the shit out of everybody!

The Invisibles is over. Now, can we have some decent, creative, fun comics from Vertigo that aren't adverts for teenage angst?

Pushing the form to its limits

Comment by Martin Eden: martin.eden@titanemail.com

TAKE A LOOK at the cover of **The Invisibles** volume 3 #-1. It's a gorgeous, striking image. Look closer. You can see tiny faces among the grass on the left.

And on a blade of grass on the right you can see the words "It's a cat on a bowling ball". The faces on the left may (or may not) be pictures of Grant Morrison and the rest of the creative team, and the caption on the grass may be a sneaky reference to a spoof **Invisibles** cover in a recent issue of **Wizard**. Or who knows what they signify?

This cover, for me, symbolises the entire run of **The Invisibles**. It's gorgeous, innovative, fun and clever, and something you can return to and study time and time again, deriving something different each time. I just feel it's a real shame that it seems to have finished without much fanfare. Which is why I'm writing this.

When **Sandman** finished, Vertigo was looking for the next big thing. Some people (including me) thought Grant Morrison's new series, **The Invisibles**, would be it. The first story arc, foul-mouthed Liverpool lad Dane McGowan's introduction to the team, received critical acclaim. Unfortunately, the second story arc, *Arcadia,* with it's heavy philosophy and general weirdness and complexity, proved way too much for some readers, and sales plummeted.

Then came **Preacher** which completely stole the limelight. And no, to be honest, I wasn't completely sure about **The Invisibles**. We didn't start getting to know the characters (except Dane) at all until #14 of volume 1 (with Lord Fanny's origin in the brilliant *Sheman* story arc) – and one of the team members, Ragged Robin, was a complete mystery until volume 2 (but it was worth the wait). Having read and enjoyed Morrison's **Animal Man**, **Zenith** and **Doom Patrol**, I knew I would be rewarded if I stuck with it. And I was right. If I'd given up on **The Invisibles** I would have missed out on some compelling concepts and convincing characters.

It's a 59-issue jigsaw puzzle, which, with time and the patience, all comes together in the end. It's a fascinating journey involving time travel, AIDS cures, the French Revolution, bizarre experiments, outlandish theories and many more things. Along the way we've met such characters as the Marquis de Sade, John Lennon and Satan.

Morrison's characters, while not all sympathetic, were as wonderful and well-rounded as ever: Jolly Roger, the lesbian anarchist; Lord Fanny, the transvestite shaman; Mason Lang, a parallel universe Bruce Wayne; Sir Miles, Lady Edith Manning, Tom O'Bedlam, Jim Crow, Helga, Mr Six. As King Mob (or is that Grant Morrison?) says himself in the last issue: "It's ragged at the edges but you can play any of 300 characters, some more involving than others".

When I received the final issue I delayed reading it. After all, when I'd finished it there would be no more. And when I'd actually read it I didn't completely understand everything in the series, but that means I can go back and read it all over again and derive different understandings and pleasures – see things in a different light from a completely different perspective. Without wanting to give much away, that's the point of the final issue.

In a way, it doesn't really matter if I understand it, because a lot of it is open to interpretation. Ragged Robin can be Crazy Jane if you want her to be. Mr Quimper can be... Well, I won't go into that. There had been talk of an *Invisibles* TV/movie project, which had great potential. The BBC bought the rights, but the project is in limbo, as apparently they cannot comprehend the concept of telepathy. But uniquely, **The Invisibles** is something which actually works best in comic form.

An amazing *Invisibles* show could be made, but the point of the comic series, as made clear in the last issue, would be missing. **The Invisibles** has been a wild ride.

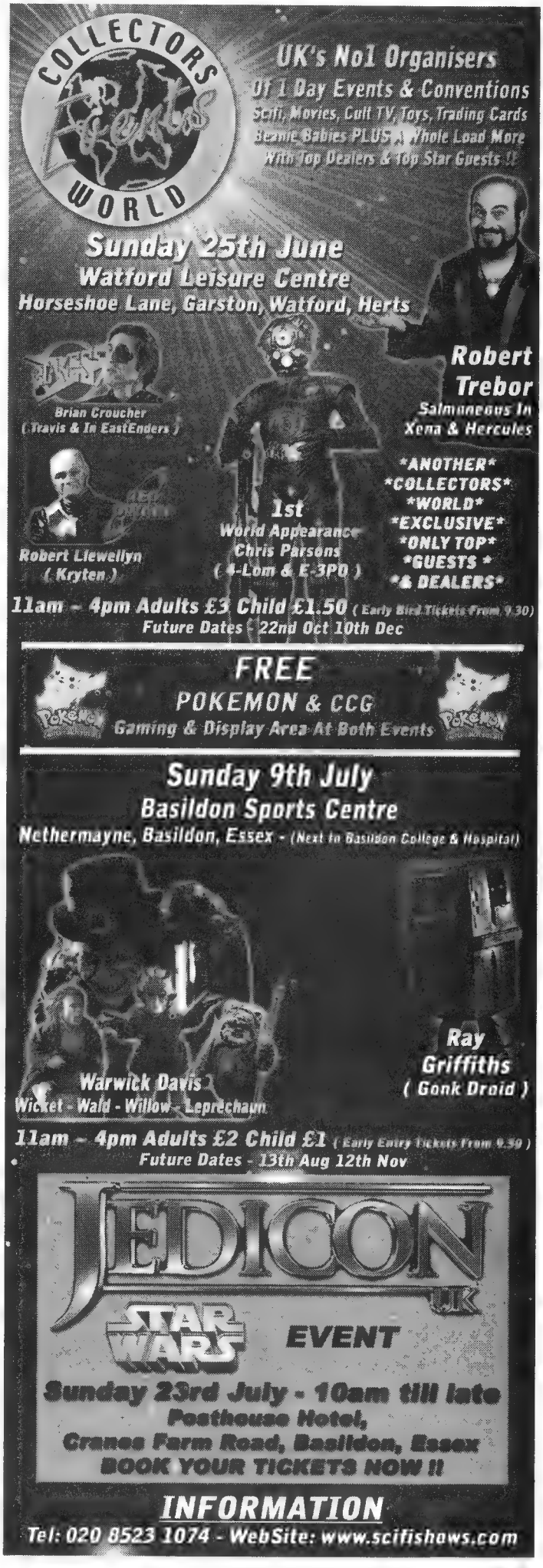
Anyone who enjoyed Scott McCloud's **Understanding Comics**, and who is interested in comics which push the boundaries of the form to their limits, should have read **The Invisibles**. It's been an inspirational, challenging and fun read. It's been the only comic which I've ever gone out of my way to buy on its day of release.

It's had a huge impact on my life, and has actually helped me through some difficult times. So thank you to Grant Morrison and Vertigo for **The Invisibles**.

Remembering Denis Gifford

Comment by David Robinson, Peterborough

I HOPE YOU will be able to find space for a few words on Denis Gifford, who died in May of this year. Denis's key strength lay in his breadth and depth of knowledge about older comics and other cultural subjects, based on an abundance of collected material.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Termed by Alfred (**Rupert**) Bestall as a "rare combination of artist and organiser", Denis Gifford was also an ideas man, and was one of the first to contribute material for television's *Generation Game* before that concept was spread even thinner by the BBC.

Other TV writing work included the latter episodes of the first *Morecambe and Wise* series in 1954. This would have constituted a greater plume in his cap had the pre-Gifford episodes not fallen foul of the critics. In 1978, I helped Denis to begin the National Association of Comics Enthusiasts, which produced the **British Comics Encyclopaedia** private partwork for 14 years. He compiled a hat-full of books on comics, among them the **International Book of Comics** for WH Smith and my own favourite, **Happy Days – A Century of Comics**.

On a number of levels, we cannot pretend Denis hit it off with everybody he met. One Leicester collector complained that Denis was "obviously rolling in money" (as though making a profit in the difficult fields of comics, books, radio, TV and others was some form of crime).

Although a major contributor to comics in the 1950s, Denis was himself modest about his artistic ability, seeing himself as a champion of "the idea over the execution". Not everyone liked his style, despite the fact that he'd been able to break into **The Dandy** so young (14).

Within your own pages, Denis invoked ire when he gave his slant on Bill Gaines's horror comics in the national press. The Gifford area of expertise concentrated on the so-named Golden Age of British comics (different from that of America) and tended to peter out in the '60s, a focus which fell out of favour with modern protagonists.

Despite flitting on the perimeter of the limelight with TV shows such as *Looks Familiar* and *Quick on the Draw* in the 1970s, Denis recorded his comic drawing days as his "heyday". On the occasions when I met him, he would talk with levity about death, including as far back as 1978: "If I died tomorrow, I would go happy knowing that I had organised the first British comics convention [Comics 101] and that was a success."

Profiles in the national press sometimes ridiculed, suggesting his frustrations were caused more by his inability to regain a certain comic than his estrangement from his family since the 1970s, an underlying cause of Denis's angst.

Whatever our view, Denis's own area of comics espertise held a higher profile as long as he was seriously involved, and before he passed the rein to a generation which is once removed from many of the titles in which he wallowed. It is somehow fitting that Denis should pass on this year, his work concentrated on the earlier hlf of comics' twentieth century.

I picture him, edging his way up a staircase narrowed by piles of books, to a private heaven of older comics. For me, at least, he made a difference.

I trust he will sleep well.

Conservative Publishing

Comment by John Miller, Edinburgh

I'VE JUST read **Dan Dare, Pilot of the Future** by Angus P. Allan, an interesting and well written SF novel, published by the New English Library in '77 and found by me in a charity shop for 20p.

It captures very well the feel and atmosphere of '50s and '60s Dan Dare adventures in the famous **Eagle** comic of the day. During the '50s and '60s, it was Dan Dare who was talked about. Dan had a girlfriend called Professor Jocelyn Peabody. Jocelyn was talked about too because, in the future, women would be equal to men!

I was recently in conversation with Andrew Wilson, science fiction reviewer/critic for **The Scotsman**. We were both enthusing about the publication this year by Marvel of a **Nick Fury, Agent of S.H.I.E.L.D.** compilation of Stan Lee and Jim Steranko's **Nick Fury** comics of the '60s but, says Andrew, publishing in the UK is "a bit conservative". Dan Dare comics have been reprinted in book form a few times, mostly Hampson strips.

But with all due respect to Dan Dare creator Frank Hampson, there were other top quality Dan Dare artists such as Frank Bellamy and Keith Watson. After Hampson, the 1960s was a very interesting and classic period for Dan Dare with such serials as: *Platinum Planet, The Earth Stealers, The Wandering World, All Treens Must Die, Operation Earthsaver*. I think it is long overdue for these Dan and Digby classics to be reprinted.

In **The Platinum Planet** (1962) Dan and Digby are on an alien planet and fall in with Zeb and his rebels in a to-do with the dictator Rylko who controls folks with hypo helmets. Banzai 1962!

Of course, a rival to Dan was *Captain Condor* from **Lion**. Written by Frank S. Pepper, it was considered by some readers not as good as *Dan Dare*. But I think this was because the strip was black and white and printed on cheaper, rougher paper.

Eagle sold so well it could afford the gravure colour printing, but *Captain Condor* has excellent qualities of its own, as does the latter *Fireball XL5* strip drawn by Mike Noble in **TV21**.

I hope you wee pussy cats out there don't think I'm harking back too much those days of Robot Archie and his pals Ted and Ken. But will UK comic publishers be adventurous enough to reprint post-Hampson '60s *Dan Dare?*

I hope so! Klaatu Barada Nikta.

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Seen on the Net

Disen-franchised...

A DISCUSSION on the ORCA group about Chris Claremont's return to the **X-Men** wandered off into a general discussion on the hold so-called character franchises have on collectors.

Matthew Manley (MATMAN42 @prodigy.net) said: Chris Claremont needs to shut up and let the pictures tell the story a little more often, but he is a master of dangling plotlines. While a lot of people complained about them, they are a large part of what made his X-Men such an epic saga.

I'm not going to tell you that a lot of it isn't crap, because I know it is. But don't knock a book because it's part of a franchise. Talented writers and artists can often tell a good story despite their editor's heavy-handed methods.

I personally gave up on the X-Men titles because I no longer enjoyed the stories, and there are too many enjoyable comics to buy mediocre ones. It was still hard to say goodbye to characters I had enjoyed for so long. Still, if someone whose work I truly enjoy went to work on one of those titles I'd at least give it a try again for a little while.

But what really hacks me off about titles like **X-Men**, **Spider-Man**, **Batman** and **Superman** is that there are so many of each franchise that they can effectively monopolise the budget of the casual reader. You can't even pick just one that you like more than the others because once a year or so they are all involved in a convoluted, usually poorly done crossover event that requires the reader to purchase all of the titles to get the complete story. To me this is outright underhanded.

In Danger of ridicule

THERE has been a lot of activity on the WildStorm notice board in recent weeks, mainly sparked by the news that Jeffrey Scott Campbell's **Danger Girl** #7 is finally going to ship.

John McMahon *(jmcmahon@iol.ie)* who runs the Blood & Spandex website, where people can post opinions on comics and the comicbook industry reposted a lot of the blood and thunder (and unbelievably bad syntax and grammar) on his site. He reported: When the cover met with some criticism [fans who saw it believed it didn't look right and questioned Campbell's ability to draw anatomy], Jeffrey Scott Campbell had a minor spastic attack and seemed to lose the power to speak like an adult. Here's his actual reply: *"Rushed!?! "BENT WEIRD!?!" Are you guy's on Crack. That cover ROCKS! I spent over a week drawing that. You guys were supposed to Flip out over it and go "Man, look at all that $#!T! I'm sorry, but you guys are wayyy jaded. It's a freakin' 3 Page Wrap Around Cover!! No multiple variants. No "gotta collect 'em all." I'm sorry but go back and look at it again 'cuss you guys are missin' it big Time ! J. Frickin' Scott (that cover is AWESOME!, go look at it again) Campbell"*

There was an air of disbelief. Regulars to McMahon's board questioned the validity of Campbell's post. Namnyo (namnyo@aol.com) wrote: Ha ha ha! Where did you see this? Or did you make it up?

McMahon replied: If I could make shit like that up, I wouldn't be wasting my time in the computer business. The quote was taken from the **Danger Girl** board at *www.boards.crawlspace.com*.

This prompted McMahon to e-mail WildStorm and ask his own questions and make a few very blunt points...

A question for WildStorm: How far up your arse does Campbell's **** have to be before you realise that he's ****ing you? He's not alone in the host of no talent ***holes who continue to exploit the hard work of probably the best editorial teams in mainstream comics mind.

How does it feel to be an editor who busts his balls – be it Scott Dunbier, Mike Heisler or whomever? How does it feel to be a professional penciller like John Cassaday or Sean Phillips? How does it feel to be a talented writer like Joe Casey, Mark Millar or Warren Ellis? How does it feel to be one of those professionals who provide the foundation on which WildStorm survives while deluded maniacs continue to exploit you in order to further their own sh*tty little franchise?

Lazy greedy butt****s who poke their head out once every 12 months and expect the few people left interested in comics to greet their grinning appearance with much thanks and praise. Oh thanks for gracing us with your presence, you skat-spewing second-rate industry-raping f*****s.

Because of the excrement you shat out onto our shelves, we've become a marginalised readership. Our stores are full of badly drawn women in impossible poses because you have the imagination of a 14-year-old boy who's just overdosed on viagra and stumbled across the f***ing Playboy channel.

If you have nothing to bring to the table beyond a rehash of other people's ideas and an ability to draw balloon-like breasts, then you're wasting everybody's time. Just f*** off. We don't want you. We don't need you.

That told him, then.

Compromised ethics?

THE COMICS International message board's Chilean member, Rodrigo Baeza (rgbaeza@lanchile.cl) popped up on Superheronews to deliver a diatribe on the Internet news services: Both Newsarama and The Comic Wire have reported that **Impulse** hasn't really been cancelled, quoting Todd DeZago's explanation as to why this "mistaken" impression was given.

DeZago: "I stated that, '...DC has decided to hand **Impulse** his walking papers as well'. I had intended to write, '...DC has considered handing **Impulse** his walking papers as well'. A mistake. All mine. I'm sorry."

I checked the original news reports from a few days ago, and here are other DeZago quotes. From The Comic Wire's archives: "...we have been told that the series will be cancelled very soon". "...sadly, it comes down to a business decision. **Impulse** isn't selling enough. That's the bottom line." And from Newsarama's original report: "In this terrible

Comics on the Net: PEWFELL PORFINGLES

CHUCK Whelon is a native of the British Isles, but it took moving to San Francisco for him to realise his dream of producing comics. "I have been knocking out *Pewfell Porfingles* for about six years now... mostly as a sideline to my current day job as a graphic production artist in a design studio. Growing up I read lots of comics, fantasy and science fiction books and played RPGs.

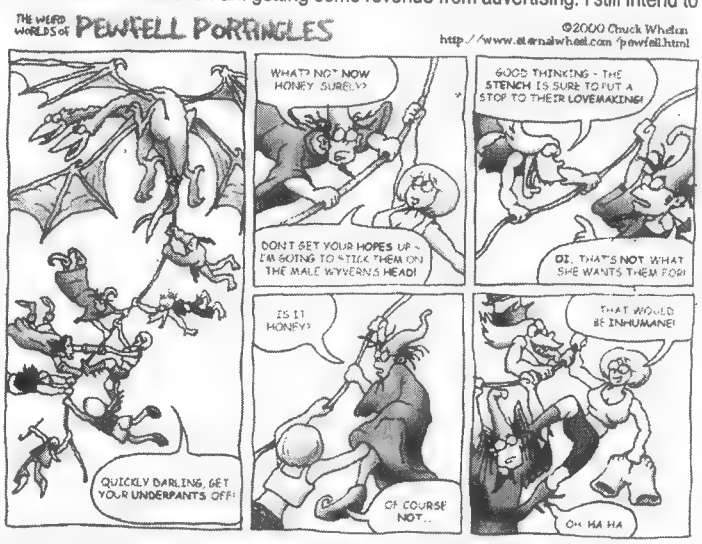
"So *Pewfell*, needless to say grew out of my love of fantasy/sci-fi – mostly because I really enjoy drawing dragons and monsters and anything that's not real (this is comics after all). Most paid work I find doesn't involve drawing these sorts of things.

"Also I am corn-fed on a diet of *Monty Python*, *Blackadder*, *Bottom* and lately *The League of Gentlemen*. I hope a little of this kind of humor comes through in the strip. *Pewfell* has been on the web in various forms since 1995, but I've only committed to producing the strip on a weekly basis since the beginning of this year. I am beginning to see that the web is a far more effective way of getting material out there. My site is now hosted for free and I am getting some revenue from advertising. I still intend to keep producing the profitless printed books because in the end you can't beat the natural feel of real paper... plus you can't wipe your bum on a computer.

"On the whole I find that I meet with a lot of hostility from some reviewers simply because because the strip is hung on that loathsome genre of fantasy. Mostly though I feel that the genre is incidental, fun to draw sure, and providing a few gags but mainly it is just a vehicle, a means to an end. Just as *Peanuts* wasn't really about kids, *Pewfell* is not really about wizards.

"It's nice to have readers, but really I just have a lot of fun for myself doing the writing and drawing. If I had lots and lots of readers I could give give up the day job and just draw Pewfell for a living... but I'm getting into the realms of fantasy now".

Pewfell Porfingles can be viewed at: *www.pewfell.com* and other Whelon art at: *www.eternalwheel.com*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http://www.eternalwheel.com/pewfell.html
WHAT? NOT NOW HONEY, SURELY?
DON'T GET YOUR HOPES UP - I'M GOING TO STICK THEM ON THE MALE WYVERN'S HEAD!
GOOD THINKING - THE STENCH IS SURE TO PUT A STOP TO THEIR LOVEMAKING!
OI, THAT'S NOT WHAT SHE WANTS THEM FOR!
IS IT HONEY?
OF COURSE NOT...
THAT WOULD BE INHUMANE!
OH HA HA
QUICKLY DARLING, GET YOUR UNDERPANTS OFF!

Visit the Comics International official website at www.comics-international.com with links to all the top publishers' sites and to all the major worldwide comics creators' webpages

CI Message Board

http://www.onelist.com/community/comics_international

CI continues to take over the Internet! With its own website (www.comics-international.com), a dedicated forum on CompuServe and the CI discussion community (http://www.onelist.com/community/comics_international) which offers the opportunity for free, fast and lively comics-related debate, it's almost an extension of ***Comics International*** *itself!*

The group now gets over 1400 messages on our board per month, with topics covering comics and anything else our group wishes to debate. But for the benefit of readers not on the Internet, or those already screen-shocked enough, here is a selection of the best of this month's topics...

Pseudomanga?

JOHN PARKINSON *(jp@destiny.org.uk) was commenting on a recent batch of comics:* Adam Warren's new **Dirty Pair** mini from Dark Horse is enjoyable mindless fun.

MATT SOMMER *(sommermatt@aol.com) wasn't as complimentary:* I've never liked Warren's stuff... guess its that whole 'fake manga' thing that bugs me.

LEA HERNANDEZ *(DivaLea@aol.com), the creator of* ***Cathedral Child****, wasn't happy at this statement:* Whoa, there. Something can't be fake if it isn't intended to be a forgery. Adam draws in a manga and anime-influenced style. Just because the place he draws inspiration from is readily apparent doesn't make it "fake". Or bad, for that matter. Just not your speed. I still have a raging hatred for the term "pseudomanga".

Manga-influenced work isn't "fake manga". Although a huge amount of it does suck, which is another thing entirely.

MATT SOMMER *hit back:* Well, seeing as who you are, and that your own work could be classified as pseudomanga (and probably has, which is why it bugs you so much), I can see where you're coming from.

Films to comics

MIKE KIDSON *(mike@kidson.u-net.com) asked the very valid question:* Does film into comics ever work satisfactorily?

MICHAEL NORWITZ *(blaklion@best.com) offered:* Marvel's comic adaptation of the first *Star Wars* film was superb, in many ways better than the movie. Although that is the only case I can think of.

What I would be happy to see, though, are some comics made from unfilmed scripts. I remember reading a Western written during the '40s as an allegory for WWII (someone here will be able to fill in the title and author, I am certain) which would be well adapted by Tim Truman or someone similar. I'm sure one of the unproduced Ed Wood sci-fi films would be hilarious if adapted straightfacedly into the comics page.

ANTONY JOHNSTON *(mostly black@hotmail.com) suggested:* **Alien**? I thought that was pretty damn good.

MIKE KIDSON *quickly replied:* Simonson's adaptation? How about Steranko's **Outland** was a nice-looking adaptation of a weak film...

Dissing Ross

SARAH LITTLEHALES *(sarah@rocketworks.dabsol.co.uk) picked up on someone's comments about Alex Ross and had a rant of her own:* I basically don't like Alex Ross's attitude.

Before I paid attention to who the artists or writers of any comics were, before I could distinguish art styles of various creators, Ross's work stood out from the rest for obvious reasons. I thought it was pretty good (I thoroughly enjoyed **Marvels**). However, now that I know that comics aren't just magically placed on shop shelves by the comic book fairies, I've read **Wizard**'s Alex Ross special and other stuff like the **Kingdom Come Companion**...

The guy just comes across as an arsehole. To me he appears to be stuck in the past, and will only do what he wants to do. I think it started when I read a comment about how he will never draw Kyle Rayner as the Green Lantern again, since Hal Jordan was the only true Green Lantern – he hates the X-Men since it's gangs fighting against each other...

Sure he's talented, but even something like **Kingdom Come** is ruined by the fact that it's just a huge excuse for him to publish a bunch of characters he drew as a kid. There's only so much of his art I can take... there's only so much flimsy material stretched across aged superhero bellies I can take – to me, he's stuck in a self-controlled rut...

MATT SOMMER *disagreed:* This strikes me as a highly illogical reason to dislike someone... gee, he actually knows what he likes and only wants to do that kind of work! What an arsehole! Why should he work on books he doesn't care about? Every artist working at Marvel or DC today would give their eye-teeth to be able to pick and choose what book to work on, rather than having to do whatever they're assigned to do.

As far as being "stuck in the past", so are Mark Waid and Kurt Busiek and a whole bunch of other creators out there right now. That's been the entire industry the last few years... going back to ideas from the past.

Lots of comic readers (and creators) think many of the current comics and market, **Impulse** is just another victim". (Newsarama has deleted the original report from their archives, but I found a copy somewhere else).

The above quotes don't sound like they were written by someone who "intended" to say a certain thing but ended up saying something else. They sound like they were written by someone who was very sure of what he was saying.

This recent explanation DeZago gave doesn't sound very believable, to say the least. The man's a professional writer, he knows how to use words, and what he clearly and unambiguously wrote a few days ago was that **Impulse** was going to be cancelled.

DeZago and DC may have their reasons for this (it isn't good business policy to let retailers know several months ahead that a title is going to be cancelled; sales on the remaining issues tend to drop significantly). What I don't really understand is why both Newsarama and The Comic Wire are going along with this ridiculous explanation.

By reporting this without any sort of editorial comment – and without contrasting these DeZago quotes with what he originally wrote – [news services] are giving readers a mistaken impression of what really happened.

Basically, the impression DeZago and DC are leaving (maybe not intentionally), is that you guys aren't doing your job well, that you picked up a DeZago quote from a DC message board and blew it out of proportion. The impression given is that you guys aren't reliable journalists, and sadly, even you guys are contributing to giving this impression. You're giving the impression of being people in a race to publish whatever comes across your way, without even checking for facts.

Why are you letting DeZago and DC's new version of the "facts" be published without any sort of clarification from your side? DeZago's version of what happened is simply ridiculous, and you know it. Don't you realise this makes you look bad too?

Journalistic ethics...

THIS then veered off into a discussion about the embargos placed on creators, with the threat of dismissal if they reveal any information about future projects. However, niceties were dispensed with when the heavy hitters entered the fray...

Mark Emerson *(mo_bot@hotmail.com)* said: I may be wrong, but I would have thought that the companies in question would bend over backwards to supply juicy titbits of gossip and pictures galore in the hope of product placement in a magazine or an Internet column.

But maybe the companies are protective and worried about criticism of their product, due to the fact that the majority of product is as weak as a Marlborough Light.

I believe that Marvel employ a spokesperson/spin doctor type guru, (Our Man at Marvel?) but people want facts, not hype. Marvel are a classic example of Information Control, just look at how they treat cancelled titles – they don't, its business as usual... "Bullpen Bulletins: **SUPER-SPIDER-HERO-X-MAN** issue #45: Our hero battles Dirty-Swine-Villain-Man in a to the death confrontation for total dominance of the universe, in this star spangled (small print) final (big print) issue."

It all comes down to companies being complete control freaks, and fans won't appreciate this. For God's sake, don't try to hush creators with the threat of sacking,

INTERNET COMICS AND WEBSITE REVIEWS

Action Figures Times *www.primenet.com/~btn/aft.html*
Want details on the latest *X-Men* movie or Tekken action figures? Then this site is the place to come. Well structured, it offers news, rumours, features, articles and interviews. An added bonus is the free classifieds. (CEB) **7**

Avengers Assemble! *www.sigma.net/plexiva/avengers/*
This site looks great and is an example of how good a website can be with some imagination and effort. With loads of info on Earth's Mightiest Heroes, it offers news, features, pictures, team background and fan-fic. A brilliant undertaking. (CEB) **8**

Crooked Sugar Spam Gallery *www.pworld.net.ph/user/leinilyu*
The official homepage of X-Men artist Leinil Francis Yu. The site features his life-story, drawing tips and, of course, pics (where you get to see characters not normally associated with Yu, including the Predator and Doctor Strange). Whilst he has put in a lot of effort, Yu really needs to update this site more – however, considering his busy schedule, I think he can be forgiven. (CEB) **7**

Cool French Comics *http://www.coolfrenchcomics.com*
The baby of the prolific husband and wife team of Jean Marc and Randy L'Officier profiles both their work in comics and screenplays, together with an extensive, if not exhaustive guide to classic French comics. And let's not forget the respect comics have across the Channel. One fascinating snippet was discovering that the powers that be passed legislation similar to the Comics Code Authority a full 10 years before Dr. Wertham crawled from under his stone. With reasonable potted biogs of French creators not

just support them, and concentrate on producing consistent quality that promotes itself.

Comics journalist Andrew (CapnComics) Smith *(capncomics @aol.com)* said: As a 25-year newspaperman, I don't usually use comics and journalism in the same sentence, either in reference to Internet news reports or mainstream media. The only exceptions I can think of are the comics obits I read in the **New York Times** (they are excellent) and **Comics Buyer's Guide**, which adheres to the standards of objectivism and accuracy that mainstream newspapers seem to reserve for other subjects.

Most fan publications, whether online or in print, seem waaaay too eager to please. Need I mention **Wizard**, whose writers and editors actually partied with the early Image crowd?

How dare you?

Beau Yarborough *(news@comic bookresources.com)*, the editor of Comic Book Resources, one of the Internet's most respected news gatherers let loose in his response: I can't speak for my competition, but no one at DC contacted CBR about our three **Impulse** stories, nor would they have, as we have, in the past, stuck to our guns on those times that one company or another got upset with our coverage.

I believe Matt Brady of Mania/ Newsarama in this same forum recently mentioned getting frozen out by DC over his coverage in the past, and we've experienced the same sort of treatment from companies. I take issue with the idea that Internet coverage is necessarily fannish: the death of **Comicology** volume 1, the battle for the rights over Superman and Captain America and the recent firing of Dan DeCarlo from Archie, all of which were broken by either CBR or Mania.

In several cases, all stories that aren't particularly of interest to the (large) segment of the audience that mainly wants to know what the next big storyline is in X-Men. But we did cover them, often to the detriment of personal and professional relationships, because they're stories that need telling.

As for the **Impulse** issue, Rich Johnston asked me recently about how I could "reconcile" the statements Todd DeZago has made over the past week. I'll tell you all what I said to him: Yes, if you put the statements side by side, some questions do arise. I'm not finished with this story yet, but I'm not interested in speculating on what's going on until I can substantiate it. The person who started this topic thread on the mailing list had a problem with that, but The Comic Wire isn't an op-ed column, it's a news column. I don't insert my own opinions, positive or negative, into the it.

But I also don't let go of a story without a fight. The fate of **Impulse** merits at least one more story, and from what I can tell, it may well be a doozy.

Andrew Smith replied: I've suffered through **Wizard** being the top-selling news organ for the comics business for eight years when their 'editors' make journalism a joke – and we're all tarred with the same brush.

I've had my own problems being frozen out by certain companies over the last eight years because I don't kiss a** enough. And then there was the inside poop from Warren Ellis in his online newsletter confirming what I already knew – that the comics industry is devoted to controlling the news to their advantage. Any Public Relations 101 course worth salt will tell you that any news is good news and you want to allow free discussion... but they don't allow it.

by Chris Bunting (CEB) and David McLintock (DML)

to mention Randy's recipe for tomatoes provencale this is one that's guaranteed to have something for everyone. Even a full French language version if you feel so inclined. (DML) **9**

The Cartoonist *http://www.thecartoonist.com*
Freelance cartoonist Stewart Neill's home site is in itself rather basic, but...it was he who created the Cartoonists Ring, a community of over 720 web-sites dedicated to funnies and spandex. Linked of course, the ring, as you've guessed, has a wide range of material from work showcases to instructional pieces. Just the sort of thing that makes you wish like crazy for the advent of free internet access. (DML) **9**

Deadpool *www.bluemarble.net/~hellhouse/*
The effort put into this good looking site really shows. It gives a thorough overview of the Merc-with-the-Mouth, with news, character profiles, pictures and price guide! Worth time, if you're that way inclined. (CEB)**8**

Fandom: X-Men *www.fandom.com/x-men*
With a vast amount of info, the X-fan can spend a lot of time at this site. Besides looking great, it features news, interviews, links and images. It also has all the latest on the movie. I can't recommended this higher for X-buffs. (CEB) **8**

Firestar Homepage *www.geocities.com/Area51/Labyrinth/5577/*
This site needs updating (not been done since '98) in order to keep up with the popular Avenger who first appeared in the cartoon show *Spider-Man and his Amazing Friends*. It looks okay, and has some pics, but really needs more to it as it offers nothing new or innovative. (CEB) **2**

CI Message Board

http://www.onelist.com/community/comics_international

storylines stink, and have a deep-seated nostalgia for the kind of things or characters they grew up with. Creators like Ross, Waid, or Busiek, to name a few, were comic fanboys.

So, grown up and working for a comic company, or course they want to work on the characters they knew and loved in their youth...and if you're successful enough to be able to do that, more power to you.

PETER SIDWELL *(peter@glad47.demon.co.uk) offered his measured opinions:* The Ross fanatic movement has been irritating me for some time. It wasn't until **Batman:War on Grime** [sic] and the Hawkman/Atom poster that I realised what was really getting on my wick, though.

He does have a highly inflated self-image. He has been told he's god of comics, and he believes it. He is not a good comics artist, however. His attitude of being too good for some characters would have made him unemployable in comics until recently. I can't believe he could paint to someone else's, even slightly detailed, script, and his worst problem is that he can't draw imaginatively.

He can paint from life superbly. He works from photos and produces, through his considerable ability, extremely lifelike depictions of... er bodybuilders in skimpy costumes. Which is fine when there's a lot going on, or strong emotion to carry the scene. Facial expressions are very nicely detailed. Energy bolts he does in these gorgeous glowing colours, the lightning of Shazam!, the towering ethereal Spectre, firefights – all look splendid in the Ross style.

But Hawkman standing with his arms crossed simpering at Atom in his skin-tight latex has no action, no feeling to it; and the poster looks dead. The detail is all there, but the bloke looks ridiculously camp for the right-wing semi-fascist we all know and get confused about.

The same with Batman when he isn't moving, and it's just a tableau – where's the grim menace? The object of fear? You've got a muscled man in skintight fabric crouching on a roof with a Batman cowl.

Animation makes comics work, the movement that makes a load of stills tell a story and sweep you along – he can't always carry it off.

ANDREW ONAN *(LOTNR@hexagon75.freeserve.co.uk) offered:* Yes, a brilliant painter. But he does seem to loose interest in the panels in between his tableau pieces.

KEV SUTHERLAND *(kevf@netgates.co.uk) was more direct:* Ross is not a brilliant painter. He is an adequate illustrator and a moderate comics artist. Look at his work from outside the narrow context of superhero comics and you will see it is nothing remarkable.

MIKE KIDSON *rounded the thread off with:* That's exactly my opinion about Ross (and about Neil Gaiman too if you substitute writer and author for painter and artist).

In the world of coloured black and white line art which is still superhero comics Ross looks like a star (ditto Gaiman in a world of stories about people with improbable physical abilities). Outside comics he'd be just another guy doing posters, and record and book covers. Perhaps comics may become a last refuge for painters... that would be very weird.

Taken out and shot?

MARTIN SHIPP *(magshipp@aol.com) opened a new discussion with:* I note with surprise that DC have cancelled the irritatingly-titled **Stars And S.T.R.I.P.E.** after 14 issues. 'Surprise' mainly because I wouldn't have given it six months.

I wonder if any other readers have a pet book which they feel has lived longer than they'd have expected, or conversely, one which they feel deserves to be taken out and shot?

JOHN PARKINSON *offered:* **Resurrection Man** is my favourite ever DCU comic and I was pleasantly surprised it got 27 issues where I expected it to get about 12 and then get cancelled.

Taken out and shot? All the MC² line, half the Superman/Batman books to trim and concentrate the franchise, all of Avatar's output, most of Image's comicbooks – although there are some decent exceptions – but especially those atrocious computer generated things that have been in the last few issues of **CI**.

DANNY BLACK *was in quick with:* Personally I'd like to see **Bishop** taken out back and shot, repeatedly, whilst being held by Stan Lee, blindfolded... last cigar, Stan?

BattleChasing

KELVIN GREEN *(jayjay979@hotmail.com) came out of the Cliffhanger closet with:* I've noticed a certain antagonism towards the Cliffhanger range (apart from **Crimson**) on this group. Well, I actually like **Battle-Chasers**! There, that's done it! **BattleChasers** is crap storywise, but it does have some gorgeous art.

DANNY BLACK *(krimsun@hotmail.com) offered:* My whole grudge against **BattleChasers** is that I really liked it, but the creators just can't get it out on time. I hear very few complaints about the writing or art, people love that, but they get annoyed when you get two issues a year. It's disrespect for the fans. *...and so it continues.*

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Q&A

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Baffle us with comics questions, or save us with answers!

Whatever happened to Power Rangers?

Sean Hutton
93a Thames Road
Frimley Green, Surrey

Q A WHILE back you mentioned that Dark Horse was working on a **Power Rangers** comic. Is it likely to appear in the near future?

A *Funny... we weren't wondering the same thing. The bad news is Dark Horse's Shawna Ervin-Gore told us, "The **Power Rangers** thing just sort of fell away, you might say. As we've been exploring new licensed properties, **Digimon** became a much more timely and appealing property for us to pursue."*

Kirby collections

Colin Brown
9 Fa'side View, Tranent, Scotland

Q DC HAS published black and white collections of Jack Kirby's **New Gods**, **Forever People** and **Mister Miracle**. Do they intend to bring out a **Jimmy Olsen** collection?

A *No word on such from DC, but it does seem logical. But then, Jimmy Olsen always was the odd one out in the Kirbyverse, so who knows?*

Marvel's movie mag

Steve Cook
Cwmbran NP44 2PR

Q HOW MANY issues of Marvel's **Monsters of the Movies** were produced? I recall there were some great cover paintings for the series.

A *Marvel's 1972 title lasted only eight issues plus one annual. Nothing seemed able to rival **market leader Famous Monsters of Filmland**, not even Jim Warren's sister publication **Monster World** (also edited by Forrest J. Ackerman but lasting only 10 issues).*

*Although our editor, Dez, also had a good stab at it with **House of***

A Marvel Mystery? Golden Age origins

John Daniel
6 Bishopstone Ho, Dagnell Street, London SW11 5DR

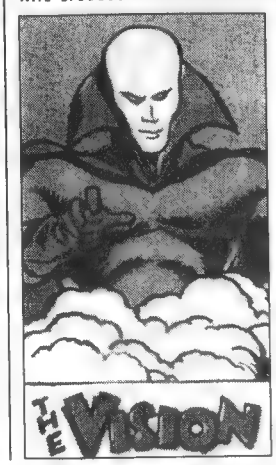
Q I RECENTLY bought the **Marvel Mystery Comics** one-shot which reprints Golden Age stories. Included was one about the Vision who, until then, I thought was created in the late '60s/early '70s by Ultron to fight the Avengers.

I'd be grateful for any information you could find on him and the other characters featured: Hurricane, Angel and Silver Scorpion. I'd like to know who created them and where they are now?

A *Where they are now? Umm, John... they're not real, you know. (Sorry). But it was an inspired reprint, wasn't it? Here's da facts: created by Joe Simon and Jack Kirby, Marvel's first Vision was introduced in **Marvel Mystery** #13 [1940] and, if you love hokey origins, his was a real doozy...*

It begins with Professor Enoch Mason discovering that smoke is "a gateway to the supernatural". So he invents a Dimension Smasher to penetrate the gateway and blasts "a path into the beyond". Like you do!

What does Mason get for his trouble? A squinty-eyed, green-hued being who crosses over into our world. Calling itself The Vision, it discovers it can now enter our dimension via any kind of smoke. Able to return to its own plane the same way, it begins a career battling supernatural evil.



*The Vision had "undaunted courage" and great stamina but no superpowers. Its stories appeared in **Marvel Mystery Comics** until #48 [1943] with the origin running as a throwaway feature, a mere text page in #23!*

Fast forward to 1968. Golden Age junkie Roy Thomas sets out to revive the character as an addition to the Avengers line-up but is persuaded by Stan Lee to create a new version – an android.

Even so, ever aware of the company's history, Thomas still managed to sneak in a link to the Golden Age by having Ultron construct the Vision using the body of an earlier Marvel android – the original Human Torch.

*Marvel introduced its new Vision in **Avengers** #57, but many others have since tampered with*

Hammer, which resulted in a serious falling out with Warren ("To me you're just number 27, 26 others have tried to steal my idea and failed," quoth he.)

Hereward the Wake

Howard Mitchell
8 Collins Spring Court
Clint Bank, Birstwith HG3 3LN

Q PLEASE could you or any reader tell me what 1960s British comic the character Hereward the Wake was in?

A *Woah, serious obscurity time! You've got us all stumped with this one, Howard.*

Going out on a limb, it was either DC Thomson or Fleetway and our money is on it being one of those single page token adventure strips in a DCT humour title of the early Sixties.

Hopefully somebody out there has a better memory than us for a decent reply next issue...

Disco, disco Dazzler

Dailbach Singh
33a Eversley Ave, Harlow, Essex

Q CAN YOU guys give me a bit of background on Marvel's **Dazzler** comic?

A *__Dazzler__ is a prime example of Marvel missing the bus! But her title marked a major development in the history of the comics industry.*

Despite her disco connections, she didn't make her first appearance until 1980, at the tail-end of the disco boom. Introduced in __Uncanny X-Men__ #130 she was already destined for her own Marvel series which followed just under a year later.

What made __Dazzler__ #1 so special was that it was the first comic produced exclusively for the direct market by a major publisher. According to Marvel, it sold 428,000 copies!

Incidentally, the series was to have been titled __The Disco Dazzler__ but the prefix was dropped because disco had by then become dated. Despite taking some notice of the waning trend, Dazzler still carried all the music's recognisable trappings and Marvel went ahead with the title anyway! It lasted 42 issues until 1986.

__Dazzler: The Movie__, a graphic novel, was released in 1984. It was written by Jim Shooter, reportedly responsible for the character's creation. (If he wasn't, he had a hand in it!)

Calling Dr Kildare

John Miller
Inverleith Row, Edinburgh EH3 5PY

Q HOW MANY issues of the **Dr Kildare** series were published by Dell Comics?

A *The first issue of Dell's TV spin-off was actually published as __Four Color__ #1337. That 1962 comic was followed the same year by __Dr Kildare__ #2. The last issue [#9] appeared in 1965.*

*All nine featured photo covers of Richard *sigh* Chamberlain.*

Thomas's Vision origin during the succeeding 32 years, but that's a different story.

Like Thomas after him, Lee often went back to Marvel's early days seeking inspiration from its many Golden Age heroes and villains. If he didn't simply revive them – Captain America and the Sub-Mariner for example – he did a Julius (__Showcase__) Schwartz, and reinvented them.

When, in 1963, Lee brought back into print the 1940s Angel, he took just two things: the character's name and his ability to fly. All else about the founder member of the X-Men was new.

With no origin story ever told, little is known about Marvel's original Angel. Introduced in 1939 in the first (and only) issue of __Marvel Comics__, he lacked superpowers but could soar through the air because of the special properties in his cloak. An avenging detective in the mould of the Shadow and the Spider, he resembled Leslie Charteris's The Saint. According to the Angel's creator, artist Paul Gustavson, the similarities were intentional.

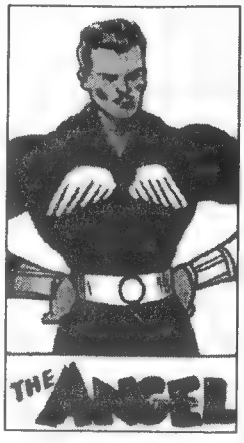
One of the most successful of Marvel's Golden Age B-team, the Angel remained in __Marvel Mystery__ when it became __Marvel Mystery Comics__ with #2. His stories ran on for seven years, until #79 [1946].

Other Angel tales appeared in: __Sub-Mariner__ #1-21 [1941-46]; __All-Winners Comics__ #1 [1941]; __Mystic Comics__ #2/1-3 [1944] and __Daring Comics__ #10 [#1945]. The other characters you mentioned didn't even fair as well as the Vision. Better Barstow (or Barston) took up crimefighting in __Daring Mystery Comics__ #7 [1941] when she happened upon a crime in progress on her way to a fancy dress party. Trained in the martial arts, she loved being a costumed crimefighter so much she had just three adventures before hanging up her form-fitting Silver Scorpion garb for good.

Hurricane does, at least, have some sort of claim to fame – his direct ancestor was the first character Jack Kirby drew for Marvel...

Introduced in __Red Raven__ #1 [1941], Mercury was the super-swift, flying son of Jupiter. Sent to Earth to battle Pluto, he didn't make it past his first issue although much about him was recycled as Hurricane.

Introduced in __Captain America Comics__ #1 [1941], Harry Kane's alter ego was the super-quick son of Odin(!) sent to Earth to battle evil. He lasted a bit longer than his predecessor, making it to #11 before he tripped and fell into oblivion.



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Reviews

*Because few retailers allow titles to be read before purchase, **Comics International's** comprehensive reviews section enables comics readers to keep abreast of the wide range of titles currently being published and draw readers' attention to comics they might otherwise ignore. Naturally, this section is of even greater benefit to readers who rely solely on mail order, as they can only judge the quality of a title after purchase.*

***Review codes:** Individual titles are judged against all similar comics past and present on a **1** to **10** basis, while a comparison is made against previous issues of the same title, ranging from <---> to <+++>. Hence, a quality comic may score an 8 against all others, but have slid from a previous issue's 9, denoted by <->. No change is marked <=>. We do not compare **Bone** with **X-Men**, but review each within their genre.*

REVIEW PANEL: A. Tahsin Bhuiya (ATB), Jon Edwards (JE), Michael Hall (MAH), Stephen Hall (SH), Rol Hirst (RH), Adrian Kermode (AK), Mike Kidson (MK), Tom McSween (TM), Lee Neal (LJN), Lee Nelson (LN), Marcus Nyahoe (MN), Arvind Onipoor (AO), Chris Spicer (CS), Reuben Willmott (RW)

Dark Horse

Bad Trip

by Sonada; Studio Proteus

Continuing from the previous manga collection Goldie vs Misty, this 152 page ($13.95) paperback finds the Chicago bounty hunter Rally Vincent intent on escaping from scheming female assassin Goldie and her drug-induced mind control. The story isn't as well crafted, nor are the visuals as crisply detailed as in earlier instalments, with the art reproduction also being a trifle muddy. However creator Sonoda's dynamic storytelling still shines through. (JE) 7

The Nevermen 2

by Amara & Davis

<+> The mystery deepens as mad scientist Lars Infinity plots to destroy the city while squid-headed crimelords, pyromaniacs and cyborgs are thrown into the mix. In the hands of Phil Amara and Guy Davis, this bizarre book has a feel all of its own and a look to match. (AK) 7

Xena: Warrior Princess 9

by Edginton & Deodato + Nelson

<=> Yet another standard and uninspiring issue with a story reminiscent of Sam Raimi's Evil Dead. Haunted wood, ancient evil, etc... Mike Deodato's art is to the usual high standard, but is not helped by the poor colouring. The story starts well, but the ending – like the TV series – is over too quickly and leaves you flat. (LJN) 4

DC Comics

The Authority 15

by Millar & Quitely + Scott + Baron; WildStorm

<=> Making his mastermind a twisted Jack Kirby will surely upset some older readers, but it's just another example of Mark Millar looking at superheroes through a broken mirror. Millar easily captures the Clint Eastwood attitude Warren Ellis brought to the team, but adds other elements (such as the best Apollo/Midnighter scene yet) that go beyond tough guy chic. (RH) 8
<-> Time for both sides to regroup before the final showdown as we learn about the secret superteams of the Cold War. The creative team continues the high standards of art and storytelling set during Warren Ellis's run – and is that the 'Y-Men' attacking our heroes in the last panel? (AK) 8

Azrael: Agent Of The Bat 67

by O'Neil & Robinson + Pascoe

<-> Jean Paul looks for his lost mother, but Sister Lilhy sends the new Azrael after him. For the first time in a while, writer Dennis O'Neil seems to have a clear idea of where he's taking this title. The art is OK, but Oracle's physics-defying wheelchair is rather embarrassing. (CS) 6

The Batman Chronicles 21

by various

<++> This issue includes three excellent *Elseworlds* tales. The lead feature by the Pander brothers, is set on Millennium Eve and manages to cram in dimensional travel, teen rebellion, sex, drugs, a very nasty degenerative virus, and a critique of Batman as a merchandising tool. *Citizen Wayne*, an interesting black and white piece by Brian Michael Bendis and Michael Gaydos, is based on – you guessed it – Citizen Kane, while Jordan B. Gorfinkel and Dick Giordano's contribution is a strange story of a world in which everyone is a Batman. Heartening to see that in the plethora of Batman comics released every month, DC is willing to put out highly unusual books like this. (SH) 8

Batman/Huntress: Cry for Blood 2

by Rucka & Burchett

<+> The Huntress has even greater difficulty proving her innocence when she finds another dead body with two arrows sticking out of it. Greg Rucka writes an intriguing story with the Huntress losing the support of Batman and Nightwing, but Rick Burchett'srecent style is overdetailed and scartchy. (ATB) 7

Batman: It's Joker Time 1

by Hall

As an Arkham Asylum inmate, the Joker is subjected to the unusual treatment of having to constantly watch videos of a Jerry Springer-type TV show. After escaping, he finds himself as part of the show itself. This is essentially a rant about trash TV, but the storyline is not compelling. Bob Hall's art is competent but unappealing. (SH) 4

Battleaxes 4

by Laban & Horley; Vertigo

<-> Five tough female mercenaries desperately try to defend a city from a hostile army on the outside and a stalk-eyed slug God on the inside. Terry Laban's conclusion to this so-so sword and sorcery series is a let down. But Alex Horley shakes off some of his Simon Bisley tendencies to produce very good art. (RW) 5

Catwoman 81

by Carlton & Johnson + Faucher

<=> Selina Kyle dreams about her unpleasant childhood and one particular memory ignites her determination to escape her current surroundings. Although the art suffers from poor pencilling in some places Staz Johnson having a weak spot with eyes, Bronwyn Carlton is taking this series in an interesting direction, far away from Catwoman's roots as a professional thief. (ATB) 7

Flash 162

by Waid + Augustyn & Pelletier + Hazlewood

<=> Dull team-up with Flash and Captain Marvel fighting Felix Faust's plot to make the world medieval (er... why?). Nice art from departing penciller Paul Pelletier, but the plot stinks of padding before the new writer starts. (RH) 5

Flinch 13

by various; Vertigo

<=> The highlight, *Brerhoodoo*, is an anthropomorphic retelling of Robert Johnson's supposed pact with the Devil. Tim Truman provides some gorgeous art for Joe Cansdale's short script, while Roger Langridge's contribution provides some long-overdue humour for this anthology. The letdown is Brian Azzarello and Javier Pulido's *The Shaft*, with its obvious twist. The best title Vertigo is currently publishing! (RW) 6

Gen[13] #53

by Layman & Norton + Chuckry; WildStorm

<+> A pathetic loser, the freakish Obidiah Nelson is hired by Tao to murder Gen[13], but events conspire against him. Mainly due to the story's lame ending – and despite Dan Norton's distinctive art – this inherently sad, quirky tale never realises its full potential. (JE) 6

Hellblazer 150

by Azzarello & Corben; Vertigo

The reason for John Constantine's incarceration is revealed, but it's too out of character, especially considering what a bastard he's been while in prison. A rather anti-climatic conclusion to a promising first storyline by Brian Azzarello. Richard Corben's art is atmospheric though, despite what his critics say. (MN) 6
<-> An FBI agent enters the prison to negotiate with Constantine for his release. But his reason for being in prison is out of character, and the issue is an anticlimax until the last few pages, which reassures you that Brian Azzarello does know what he's doing. The art looks good, aided by simple but appropriate colouring. (CS) 7

Hitman 51

by Ennis & McCrea + Leach

<--> The farcical interludes become increasingly uncomfortable in this title now that the main plot is drawing towards a much darker climax, and while the first story featuring Six Pack and his cronies worked well, this one just stretches the joke too far, without offering any new riffs. (RH) 5
<=> Once again we hear that one of the very best comics on the market is coming to a close. Following the looks into the future, this issue goes back to basics. Tommy is hired to kill an escaped experiment while the hilarious Six Pack and Section 8 get together in a JLA style meeting. Classic story and the expected fun, bold and colourful artwork from John McCrea. (LJN) 8
<+> Tommy is sent after a lab assistant driven mad in an experiment – there's a dimensional portal inside him, through which he can pull anything he wants. Unfortunately, access to the portal is gained through a rather sensitive area. Also featuring Section 8, the world's worst superteam! Silly but genuinely hilarious. (CS) 8

Hourman 16

by Peyer & Morales + Meikis

<---> This weak plot spotlights Snapper's emotional distress. The art and the script are excellent but why, oh why doesn't Tyler just give Snapper Carr a slap and tell him to pull himself together? The comic should be retitled the Further Adventures of Oprah Winfrey. (MAH) 6

JLA Annual 4

by Vaughan & Scott + Collazo

Some nice touches of dialogue but so-so story and art, as the League helps a new Turkish hero against a demonically possessed general. Aquaman comes across particularly well, but the highlight of the book is the appearance of the much-underused Demon Etrigan. (AK) 5

JSA 12

by Goyer + Johns & Buzz

<+> Some good writing and very nice visuals in this consistently entertaining title. Mr Terrific and Dr Mid-Nite stand out as the most interesting characters DC has come up with for a long time and should be made full-time members as soon as possible. (AK) 7

Legends of the DC Universe 29

by Grant & Kane + Janson

<--> Not Gil Kane's best work by any means, and Klaus Janson's inks do him no favours, but this is a very nice farewell to the man who can claim credit for launching the equally-missed Silver Age Green Lantern. Steven Grant's story lacks

pace and excitement but has a goofy charm. (AK) 5

Lucifer 3

by Carey
& Weston + Hodgkins; Vertigo

<=> Jill surprises Hugo with a magical performance that has a gruesome impact on some members of the audience, while Lucifer uses the cards to find out about his immediate future. Another well-written issue by Mike Carey, its just such a shame that penciller Chris Weston only inked some of his own pages instead of all of them. (ATB) 7

100 Bullets 12

by Azzarello & Risso; Vertigo

<-> Dizzy goes to Paris to meet a previous recipient of the 100 Bullets attache case, although Brian Azzarello keeps us guessing as to the character's backstory. Great pacing, beautiful visuals and a timely Steranko-esque cover... But will they ever run out of big name creators to schmooze for a cover quote? (RH) 8
<-> Dizzy Cordova travels to Paris to speak with the mysterious Mr Branch about the opportunity they were both offered. The stark art perfectly matches the dark mood, and while the plot lacks the instant punch of recent issues, there are still tempting questions to pull the reader along. (CS) 8

Orion #2

by Simonson

<=> Wise Walter Simonson carefully focuses on Orion and his mum, avoiding the "let's add as many Kirbychars as we can" trap which alienates many. The artwork maintains its usual quality, although certain characters' heads resemble half-shaven coconuts. And Darkseid continues to impersonate the *X Files'* Smoking Man. (MAH) 8

Preacher 64

by Ennis & Dillon; Vertigo

<+> Jesse meets up with Cassidy and they do nothing but talk and drink. Once again Garth Ennis tells an excellent story without much happening. The conclusion draws closer and we have yet to see the expected action and violence. The *Alamo* storyline so far fails to live up to the 60 issues that came before, but a lot can happen in two issues with Mr Ennis involved. (LJN) 7
<+> Jesse confronts Cassidy, Tulip discovers she's been left behind, and Featherstone has doubts about Herr Starr. And just for old times sake, Jesse and Cassidy get into a bar-fight. Unfortunately their conversation doesn't feel like it resolves anything, but while events aren't exactly boiling yet, at least they're finally starting to simmer. (CS) 6
<--> This title has long since outstayed its welcome. Steve Dillon does his best to make a whole issue of talking heads seem vaguely interesting. While some may say it's character development, it's a bit late, I'd call it yet more dull bar-room conversations. (RW) 4

Silver Age: Brave & the Bold 1

by Haney & Maguire + Farmer

Best of an otherwise dull bunch, this is brightened by veteran writer Bob Haney's spot-on characterisation of the Metal Men, and some quite delicious Kevin Maguire art, with Mark Farmer proving one of the best inkers to work on Maguire pencils in a long time. (RH) 8

Silver Age 80-Page Giant

by various

On the evidence of this issue's dull and uninvolving lead story, the *Silver Age* concept was perhaps better suited to a one-shot special than a full-blown event. However, the backup features are much more fun, notably a very charming Jimmy Olsen adventure from the DC vaults and a new tale of Wonder Woman as a girl by Mark Waid and Ty Templeton. (SH) 4
The very hit and miss *Silver Age* event winds up in fine style, with a couple of genuine previously unpublished Silver Age shorts and a fake Silver Age Wonder Girl story, by Mark Waid and Ty Templeton, which gets the blend of old concept and modern dialogue so right that it's the perfect demonstration of how much fun the whole project could have been. (MK) 6

Silver Age: Flash 1

by Augustyn
& Templeton + Breyfogle

Only half this issue involves the crossover, with Norm Breyfogle again demonstrating that he was born to draw the Flash. The other story also shines in the art department – Ty Templeton at his best – but hinges on a plot device implausible even in the '60s – Flash is kept from preventing the Turtle's crime spree because... he can't run through a crowd! (RH) 6

Stars and S.T.R.I.P.E. 12

by Johns & Moder + Davis

<-> Everything is hitting the fan as Geoff Johns continues to bring this unfulfilled title to a close. This poorly reading script is cluttered, and Sir Justin has apparently taken over as the main character. A shame as the early issues showed real promise. (MAH) 5

Star Trek: Deep Space Nine – N-Vector 1

by Jeter & Cypress
+ Martin; WildStorm

Picking up the story of DS9 weeks after the TV series finale, the entertaining first part of this mini-series finds Quark in a shockingly generous mood, and Nog uncovering evidence of sabotage on the station. Toby Cypress's artwork, which is reminiscent of Bill Sienkiewicz and Klaus Janson, is refreshingly offbeat for a Star Trek book. (SH) 7

Superboy 76

by Kesel
& Grummett + Champagne

<--> As feared, Superboy has slipped back into formula villain of the month tales. The intergalatic slaver story features Kossak, a simple hybrid of previous space villains Flicker and Mongul. The supporting cast and the revelation of Superboy's new powers stop it from being a total loss. (MAH) 6

Supergirl 45

by David & Kirk + Riggs

<=> Comet the Lurve Centaur makes his first appearance and looks extremely silly. Even sillier than Supergirl discussing her problems with a little bird (controlled by Lexcorp, of course). Peter David was clearly in a whimsical mood when he devised this. (MAH) 8

Superman Adventures 45

by Grubb & Amancio + Austin

<++> Three young sisters go to Metropolis to look for a new husband for their mother with Superman, Clark Kent and Lex Luthor becoming serious contenders in their eyes! An excellent, heartwarming issue in which Aluir Amancio's cartoon style is well suited to showing the outlandish ideas that the sisters have about the marital possibilities featured here. (ATB) 8

Superman/Bugs Bunny 1

by Evanier & Staton + Palmer

An amusing diversion, although perhaps not as big an event as this crossover deserved. Mark Evanier finds a believable, happy medium between cartoon and comics, using Mr Mxyzptlk as the villain – he's a cartoon character anyway. Bugs is written well. The inkers bring two distinctive styles to Staton's pencils. (RH) 7

Superman/Gen^{13} #2

by Hughes
& Bermejo + Nyberg; WildStorm

<++> Adam Hughes accurately portrays the generation gap between the Man of Steel and Gen^{13}'s kids, while – as Supergirl – Caitlin's attempts at performing superhero rescues lead to dangerous accidents. Much better than the first issue with John Nyberg providing more excellent inking. (ATB) 8
<+> The members of Gen^{13} expressing their opinions of an outdated Man of Steel to Lois and Clark is the highlight of this fun book. Meanwhile, Caitlin, believing herself to be Supergirl under the influence of red kryptonite, tears Metropolis apart as she innocently tries to rescue people from danger. The script is skilfully played out and Lee Bermejo's pencils, with the help of John Nyberg's inks, help tell this story without the superfluous eye candy. (LJN) 7

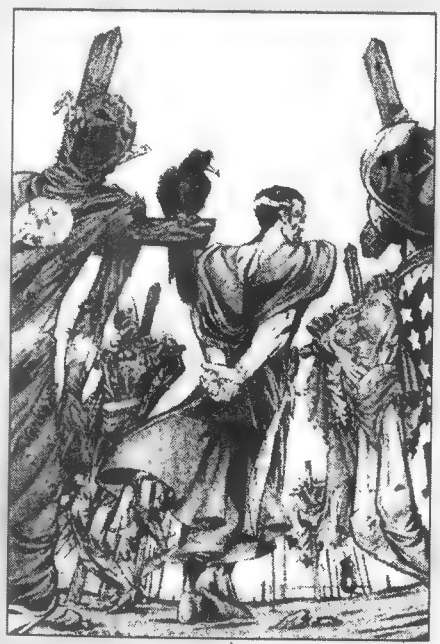
Superman vs Predator 1

by Michelinie & Maleev

Superman joins a team from S.T.A.R. Labs investigating a Predator spaceship in a South American jungle. David Michelinie's story is fairly routine stuff until a surprising

JLA 43

by Waid
& Porter + Geraci



<-> Smart supervillain takes out JLA with a special plan to keep Batman occupied. Grief! Although Drew Geraci's inks visibly improve the art, I must emphasise that this is not a "dangerous new direction" as the cover screams. Unless the danger is producing work that is as stale as Grant Morrison's was refreshing. (MAH) 4
<-> Mark Waid ups his game, by delivering a plot equally as strong as his best scripting work on The Flash – but then, he needed to. Ra's Al Ghul is a good choice of adversary, and the threats he throws at the Justice League are imaginative if a little implausible. But that never stopped Mr Morrison! (RH) 7
<+> Mark Waid takes over from Grant Morrison with a well-written yet so-so story in which Ra's al Ghul takes out the League in a variety of very interesting ways while he culls humanity. Morrison did this every other issue and this comicbook needs a new direction, not simply more of the same. (AK) 6
<-> A supervillain takes out the members of JLA one by one, then affects everybody with a reading disorder, hardly a groundbreaking event. Mark Waid continues where Grant Morrison left off, worldwide disasters full of popular characters. Like Morrison's run, Mark Waid fails to impress in the building of characterisation, perhaps because the members of the JLA are already too established. JLA has always been an action-only comicbook, with nothing really affecting the characters long term. (LJN) 5
<=> Mark Waid takes over DC's premier superhero title and if you didn't check the credits, you'd never know that Grant Morrison had left. A standard plot but wonderfully scripted. It's a pity Howard Porter's still there though – he must be the worst fan-favourite artist since Rob Liefeld. (MN) 7
<+> Quite what's going on here I'm not sure – Ra's Al Ghul is up to something, and decides to distract the JLA in a series of imaginative ways. Unfortunately new writer Mark Waid seems so intent on providing shocking moments, he's forgotten to include any plot. And Ra's looks awful. Disappointing. (CS) 5

twist at the end of this debut chapter. The jungle atmosphere is effectively evoked by artist Alex Maleev. (SH) 6

The Titans 17

by Grayson + Faerber & DeKraker + Lanning

<++> Starfire gets help from five of the Titans in fighting the Gordanians, but Donna finds out that her real motive is not a moral one. With Damage revealing a disturbing family secret here, this is a very good issue with nice visuals. (ATB) 7

Transmetropolitan 35

by Ellis & Robertson + Ramos; Vertigo

<=> Spider does what he does best – that is, he uncovers the truth, and he doesn't care who he has to fatally maim to do it. Exciting, funny and stuffed to the gills with moments that just make you want to yell "Yes!" at the top of your voice. (CS) 8

Vertigo Secret Files – Hellblazer

by various; Vertigo

Detailing the history of John Constantine, this title provides new material written by Brian Azzarello and Jamie Delano and illustrations by past Hellblazer artists. An invaluable guide to the Hellblazer universe, and a good starting point for new readers. (CS) 7

WildCATS 12

by Casey & Phillips; WildStorm

<+> As the scattered WildCATS slowly reform, Halo's new boss, Spartan, relocates the company to Los Angeles where he secretly engineers the team's new direction. Events unroll like a dark thriller, and the intriguing characterisation and literate script prove that this title is not your average superhero fare. Sean Phillips' moody visuals add to the sinister tone. (JE) 8

Wonder Woman 157

by Luke & Clark + Simmons

<+> In her fury, Cassie thinks she's getting revenge on Devastation, but the clever ending shows that she is easily manipulated. A nice but lightweight read with lovely art from Matthew Clark and Tom Simmons. (ATB) 7

Young Justice 21

by David & various

<---> Why are comics this bad even published? Young Justice relaxes, while a group of heroes (beloved by perhaps 40 readers) take on Lobo and Klarion. Then inadequate guest art wreaks havoc on Arrowette's tender moments with her mum. This comic is basically overpriced bogroll. (MAH) 2

Image

Blood Legacy 2

by Hawkins & Pajarillo + Rosell + Nelson; Top Cow

<-> Following an impressive first issue, this comic falls back into the expected Top Cow mould of colourful and bold artwork, but with storylines that fail to live up to expectation. While a good read, it is bogged down by consistent flipping between flashbacks and present day. Cut that out and this would be an enjoyable book of vampires and dark forces. (LJN) 6

Marvel Boy 1

by Morrison & Jones; Marvel Knights

Noh-varr and Kree teammates nearly find their way home, until he becomes sole survivor when their spaceship is hit by missiles launched by the mysterious Midas Foundation. This could prove better than Grant Morrison's previous Marvel mini-series, Skrull Kill Krew, but the art is only adequate. (ATB) 7

Excellent artwork and production values detract from the fact that there is a certain clumsiness and distinct lack of clarity here. The *Big Dumb* storyline is a rather shallow load of balloney, making it impossible not to feel that writer Grant Morrison – as with much of his output – is taking the piss and laughing all the way to the bank. (JE) 7

After all that hype then, this is inevitably something of a disappointment. J. G. Jones's art, while of a very high standard, isn't equal to his work on the (otherwise poor) Black Widow mini. And while the story belts along full of Grant Morrison's attitude and imagination, the title character seems a little underdeveloped. Still, there's time... (RH) 7

J. G. Jones's beautiful visuals with vibrant colours from Avalon Studios leap off the page, while the story is a thin by-the-numbers effort from Grant Morrison that nevertheless contains enough interesting touches to promise much better things to come. (AK) 7

Grant Morrison's second Marvel creation reflects the bitter view on modern comics. Central character Noh-Varr bristles with attitude and spits venom and bile at the world in which he has been placed. J. G. Jones illustrates with his usual panache to match Morrison's vision. (LN) 7

Marvel Boy, sole survivor of a shotdown spaceship, is held captive by a Golden Age Iron Man lookalike who plans to make money out of the wreckage of his aliencraft. Upon escaping, Marvel Boy wants revenge on the world. J. G. Jones is wasted drawing Grant Morrison's lifeless, uninspired script. (RW) 4

Mr Monster's Gal Friday... Kelly! 3

by Gilbert & various

<-> The poorest issue yet of this mini-series. Only Alan Moore's Mr Monster story repays the effort of reading it, and that relies on an obvious running gag. The writing's on the wall when the title character doesn't even merit a story in her own book! (AK) 4

Powers 2

by Bendis & Oeming

<-> The investigation into Retro Girl's murder continues, with Brian Michael Bendis developing his characters and situation pleasingly. The Frank Miller/Dark Knight style TV reports are too distracting though and are used far too frequently, while the plot develops at a slower pace than expected. Nice cinematic art. (RH) 7

Rising Stars 8

by Straczynski & Zanier; Top Cow

<+> Simon's mysterious secret is revealed and what a doozy it turns out to be. The pace of this series is almost too fast, but it works incredibly well when you picture that this series is set in 'our' world. As J. Michael Straczynski achieved in *Babylon 5*, he does the same with Rising Stars. More revelations abound as more of the Rising Stars begin to exhibit greater powers than they ever have before and Doctor Welles realises that the government conspiracy is in serious danger of being obliterated before it even starts. The script draws you in from the very first page and the sheer complexity and brilliance of the story is only let down by some stilted art from Christian Zanier. (AO) 8

Sam & Twitch 11

by Bendis & Ponticelli; Todd McFarlane Productions

<=> The bodies and suspects begin piling up in our heroes' latest case, but this title seems to be treading water. Brian Michael Bendis's dialogue remains as sharp as a razor, however, and this comicbook continues to be an entertaining and intelligent alternative to the senseless spandex antics of other companies. (AK) 7

Savage Dragon 74

by Larsen; Highbrow

<=> Creator Erik Larsen's shake up of the Dragon's universe nears its catastrophic conclusion as Chicago's superheroes unite against the Darklord and his plans for world domination. Some long-standing plot threads, including the fate of Dragon's kidnapped wife, finally converge in an exciting issue executed at a breathless pace. (JE) 7

Spawn 96

by Holguin + McFarlane & Capullo + Miki; TMP

<-> Spawn confronts the dark god, Urizen, in a fight to the finish. Despite strong visuals, the battle is rather fractured, perfunctory and not as dramatic as it could've been. There's still a sense that the title is dragging its feet and I, for one, now feel faintly bored with the series. (JE) 6

<+> Spawn gets his butt kicked by the arch-demon Urizen and apparently dies again, as the Two Stooges of the Apocalypse run into a very familiar and angry angel. This title has finally found some pace and direction in the run-up to the big 100. (AK) 7

Wahoo Morris 1

by Taillefer

Image is definitely diversifying and getting away from the mindless superheroics with which it's usually associated. This title, about a witch in wannabe rock band with demonic doings in the background, deserves to do very well. The art is excellent, the writing entertaining and the characters are likeable and interesting. (AK) 7

Witchblade 40

by Veitch + Jenkins & Cha + D-Tron; Top Cow

<++> Just what this title needed, not only a new creative team, but a new storyline. Detective Sara Pezzini actually gets to do some police work, while a pyromaniac is planning to do damage to the city, perhaps with the help of fire demons. Paul Jenkins' plot is easy to follow, which is a relief over recent issues. The cover is the first noticable improvement in this flagging title. (LJN) 7

Witchblade: Destiny's Child 1

by Z & Boller + Parsons + Starr; Top Cow

This issue highlights the past of Ian Nottingham and finishes where Witchblade number one started. Not a very impressive issue, that will appeal only to Witchblade fans looking for background information, something the regular series often fails to do. The artwork of David Boller is standard at best. (LJN) 4

Marvel Comics

Amazing Spider-Man 19

by Mackie & Larsen + Beatty

<+> Venom's wife commits suicide, giving him another reason to hate Spidey (yawn!) and us another reason to hate Venom... and Howard Mackie too, who seems to be choking under the weight of all the loose plot threads. Erik Larsen provides an enjoyable return, although John Beatty isn't the best choice as inker. (RH) 4

Avengers 2000

by Busiek & Breyfogle + Howell

Marvel attempt to bring Hellcat back in a bad-girl stylee, but Vampirella she'll never be. And while the Richard Howell illustrated

Patsy Walker chapter might appeal to Marvel historians, it can only weaken the character in the eyes of your average Buffy or Danger Girl fan. Norm Breyfogle brings a cute and cuddly edge to the team though – like Furbie Avengers. (RH) 5

Avengers 30

by Busiek & Perez + Vey + Hanna

<=> Solid storytelling and nice visuals – but forget the tepid storyline about ancient sorcerors and the end of the world, the real buzz is the surprise guest star and the final three panels' promise of some very interesting times to come. Fans of Avengers Forever take note! (AK) 6

An exciting conclusion to what has been a mediocre storyline. George Perez turns in his usual solid job and Kurt Busiek continues to keep the subplots bubbling under. Unfortunately this whole comic is let down by Marvel's insensitive, verging on the offensive, attempt to deal with the issue of racism. Chris Claremont's use of the mutants as an analogy was a much more intelligent handling of the subject. (MN) 6

The Buzz 1

by DeFalco & Frenz + Buscema

Part one of a three-issue series delving into the origin of the Spider-Girl supporting character, this offers much the same... buzz... as the regular book, with the hero's secret identity creating a nice dilemma for J. Jonah Jameson. Inker Sal Buscema works wonders with Ron Frenz's typically plain pencils. Better than The Human Fly. (RH) 6

Captain Marvel 7

by David & ChrisCross + Rodriguez

<=> While penciller ChrisCross handles the comedy and facial expressions well (and this book needs that in an artist), his action sequences are often hard to follow. A shame, because Peter David is back to old form here, but his writing is sometimes lost under confusing artwork. (RH) 6

Some heavy-handed inking leaves the art in this issue looking rather static. There's also a distinct lack of background detail, but don't let that put you off. All mainstream comics should be written like this. I'm not going to mention anything about the plot – just buy this and remind yourself how good comics writing can be. As good as Peter David's Hulk and better than the rest of the Marvel line. (MN) 7

Fantastic Four 31

by Claremont & Larroca + Thibert

A wonderful end to a classic FF storyline. Salvador Larroca's art has been getting better with each issue, and Chris Claremont handles an iconic character, Doom, perfectly. Despite his critics, I would judge Claremont's run on this title a success – it's just a pity he has no idea how to write The Thing. (MN) 7

Incredible Hulk 16

by Jenkins & Garney + Buscema

<=> So Doc Samson knew all along that the Pantheon-era Hulk wasn't simply Banner-in-control? It's treated as a major revelation, but really it's not, like much in this book at the moment. We're still waiting for something to really happen! The team of Ron Garney and Sal Buscema improves every issue though. (RH) 6

Inhumans 2

by Pacheco & Ladronn

<=> The Inhumans, under the control of the Kree's Ronan the Accuser, attack a Shi'ar starship. The resulting scenes of combat are spectacularly realised by Jose Ladronn, whose depictions of spacecraft, extraterrestrial beings, outlandish costumes and futuristic hardware are stunning. Dark Horse should sign him up for a Star Wars book ASAP! (SH) 9

Nick Fury, Agent of S.H.I.E.L.D. Collection

by Steranko & various

A treat for old and new comic fans alike, the reprinting of Jim Steranko's groundbreaking work on the 1960s spy series. The art develops from his copying of Jack Kirby in the early episodes to dazzling, innovative visuals with flair and originality still unmatched today – including his faithfully reproduced four-page panels. Meanwhile the tight plotting and fast-paced thrill-per-page writing puts across more story in 12 page episodes than many of today's writers can do in 12 issues. (AK) 9

Peter Parker, Spider-Man 19

by Mackie & Romita Jr + Hanna

<=> Stan, please save us from Howard Mackie's attempts to write an enigmatic ending – such as opening a mysterious box (presumably containing Mary Jane's effects... But why weren't they charred?) instantly convincing Pete of her death. Mackie doesn't know what's in the box himself – it's just a weak device to avoid confronting the fact that they've written themselves into another cul-de-sac. At least it's good to see John Ronita Jr back on the art! (RH) 3

Punisher 4

by Ennis & Dillon + Palmiotti; Marvel Knights

<++> While the Punisher has a quiet day, two more characters are introduced. Although Mr Payback looks fairly interesting, the encounter between a group of drug dealers and Elite is one of the stand out moments that makes this an enjoyable issue. Steve Dillon provides another great looking cruel old woman, in the form of Ma Gnucci, rivalling Jesse's grandmother in Preacher. (ATB) 8

Spider-Man vs Punisher 1

by Harris & Lopez + Minor

Completely unnecessary reworking of Amazing Spider-Man 129. In the original, the Punisher is hired by the Jackal to kill Spidey, but is then betrayed by the Jackal himself. Here the turning point comes when Spidey saves innocent bystanders; the Jackal's role is played down and Harris rips off Frank Miller's "You're a good soldier" line. The art is good in places, but Frank Castle looks a real pinhead... maybe that was the idea. (RH) 4

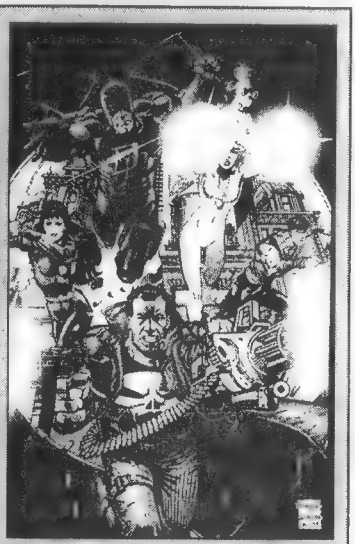
X-Men: The Hidden Years 9

by Byrne & Palmer

<---> With this issue John Byrne proves that nothing is sacred. It is as if he deliberately goes out of his way to destroy Marvel's credibility, yet Marvel insists on sticking with him. This is truly dreadful and the revelation that Marvel Girl was forewarned of the prescence of the Phoenix was unnecessary, pointless and does more to destroy Byrne's reputation than any of the travesties he's performed on Spider-Man. (AO) 2

Marvel Knights 1

by Dixon & Barreto + Janson; Marvel Knights



While Eduardo Barreto and Klaus Janson mesh a lot better than expected on the art, Chuck Dixon does his usual job of writing half a plot and stretching it out to full comic length. Also, the Daredevil/Punisher relationship becomes more and more unbelievable – DD would have done something about Castle by now. Dagger seems clumsily included too. Mainly though, this is by-the-numbers... Unusual for a Marvel Knights book. (RH) 4

The solid, atmospheric art from Eduardo Barreto and Klaus Janson and the workmanlike storytelling from Chuck Dixon relying on unlikely coincidences combine to make this an entertaining but unexciting read. However Dixon's editorial promises a more interesting take on the typical superteam, so the best may be yet to come. (AK) 6

A foe of Thor causes a group of heroes to join forces, sound familiar? Well this time it isn't the world's mightiest heroes who get together, but the more down and dirty characters recently brought back to our attention by the Marvel Knights imprint. Well drawn issue that is an enjoyable read. Not complex or as intriguing as other recent Knights comics, but has potential. (LJN) 6

The Punisher manipulates Daredevil into recruiting a few heavy hitters to investigate a Russian Mafia massacre. It's good to see Chuck Dixon on Frank Castle once more, and there's good banter between the players. Eduardo Barreto however, is more reminiscent of Bob from Kin. (RW) 5

US Indies

Acme Novelty Library 14

by Ware; Fantagraphics

<-> The sad tale of Jimmy Corrigan finally concludes. Jimmy meets his sister for the first time at a hospital where their father lies following a car accident. Chris Ware's slick, stylised art and storytelling can grate at times, and his cars look odd! But this is still nothing short of brilliant. (RW) 9

Astronauts In Trouble: Live From The Moon

by Young & Smith + Adlard; AiT/PlanetLar

A TV news crew becomes embroiled in a businessman's plan to annex the moon. Larry Young offers fine dialogue writing here, and sharp, expressive art by Matt Smith and Charlie Adlard make it a good looking package. The drawback is that it reads much more like a drawn film script than a comic! But those who enjoy summer blockbusters may like this for that very reason. (MK) 6

The Blair Witch Chronicles 3

by Van Meter & Fowler; Oni Press

<=> A group of modern-day witches underestimates the power of the Blair Witch, which seems to spread beyond the haunted woods in Burkittsville. Jen Van Meter comes up with a clever ending, but the art is not very creepy. (ATB) 7

Blue Monday 2

by Clugston-Major; Oni Press

<+> The heartbreaking and hilarious tale of a teenage schoolgirl's quest to see her idol Adam Ant in concert, despite the perils and pitfalls of hitchhiking, obnoxious ticket clerks, annoying doormen and overflowing toilets. Chynna Clugston-Major has a very nice visual style and a witty way with dialogue. (AK) 7

Castle Waiting Book 1: The Lucky Road

by Medley; Cartoon Books

A gentle fantasy tale of a pregnant princess travelling to a refuge called Castle Waiting. It then spins off to include the adventures of the Castle's other inhabitants. There are some very nice touches along the way involving traditional fairy tale characters. Linda Medley's story is a breath of fresh air from all the usual cynicism and crudities. (RW) 7

CrossGen Chronicles 1

by Marz + Kesel & Castellini + Rodriguez + Crossley; CrossGen

A group of celestial entities debate the creation of a new breed of Sigil-bearers. We catch only a mere glimpse of the cast for the forthcoming line of books, but appetite, and the production valves are

first rate. (LN) 6

Goody Good Comics 1

by various; Fantagraphics

Another anthology edited by Gilbert Hernandez, where he offloads more material that isn't good enough or doesn't fit into his solo books. His strange dreamlike tale takes up most of the issue and really isn't worth trying to explain. The rest of this comicbook contains short aimless strips by Rick Altergott, Johnny Ryan and Jaime Hernandez. This amounts to a shocking waste of time and fine talents. (RW) 3

Lady Death by Steven Hughes

by Hughes; Chaos! Comics

A special pin-up issue of art featuring the Diva of Death by the late Stephen Hughes, an artist perhaps unrecognised by many not familiar with the Chaos! line, but somebody who created a unique style and drew the most impressive Lady Death to date. His work will be missed and Chaos! Comics have lost an excellent artist as this issue highlights. (LJN) 5

Liberty Meadows 11

by Cho; Insight Studios Group

<=> More frothy frolics and at times baffling parody, when a forest fire sweeps through the animal sanctuary. The starving and stranded in a boat gag is great. Shame about most of the others though. On the whole, Frank Cho's artwork is still a delight. (RW) 5

Measles 6

by various; Fantagraphics

<-> A mediocre all-ages anthology, the highlight being Joost Swarte's *Hector & Dexter*. Dexter, feeling hard done by courtesy of the local newspaper, decides to launch his own title, only to discover how difficult it is. Swarte's lovely eurostyle clearline artwork puts the other contributors to shame. (RW) 5

Only the End of the World Again

by Gaiman & Russell + Nixey; Oni Press

Reprinting the adaptation of Neil Gaiman's H. P. Lovecraft-inspired short story. This time coloured by Matthew Hollingsworth, who makes Troy Nixey's quirky and unsettling art seem more coherent. Lawrence Talbot sets up business in Innsmouth only to be given lots of advice on how to cure werewolfism and to hear talk of The Deep Ones rising up from the ocean to rule the earth. Adds little to the original story. (RW) 6

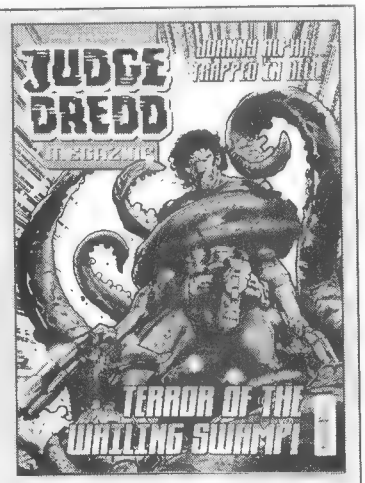
Ranma 1/2 part 8 #13

by Takahashi; Viz Communications
Translation: Gerard Jones

<+++> A typically insane Ranma scheme eventually results in Happosai conceding defeat and wraps up this inconsistent storyline in a tight ball. Gerard Jones makes up for the last issue and produces a sparkling and amusing translation resulting in an issue which doesn't leave the reader feeling robbed. (MAH) 6

Judge Dredd Megazine 67

by various; Egmont-Fleetway



<=> Dredd frees himself from Woody Gump's men and resumes his search for Jiggs in *Dead Ringer*, with some of Simon Coleby's art looking very poor. Surprisingly, the script is not as good as those of the final parts of the other two strips: In *Bodies of Evidence*, Armitage finds out where all the missing bodies are, and there is more to 'Satan' than meets the eye in the reprinted Strontium Dog story. (ATB) 5
It's a shame that we've lost the upmarket painted covers for more American-style actioners, but overall the Meg appears to now be aiming at a younger audience than its weekly sister title, 2000 AD. John Wagner's spoofy Dredd serial features almost preschool cartoon art by Simon Coleby. A criminal waste of the reduced colour section that even Chris Blythe's superb colouring cannot save. David Stone's Armitage maintains the US look, with the smooth if empty Seve Yeowell visuals, while Carlos Ezquerra's crude Strontium Dog art with huge John Aldrich lettering has more of a dated than vintage look. Dubious value for £2.50, but for fanboys the four-page extended letters column is its saving grace. (TM) 6

Ranma 1/2 part 9 #1

by Takahashi; Viz Communications
Translation: Gerard Jones

<--> The inconsistency of the Ranma title strikes again as we get the rerun of "Ranma's opponent learns invincible yet flawed technique". The fact that the opponent is Tatewaki Kuno doesn't improve matters. This issue would appeal to anyone who is addicted to *Carry-On* films with Barbara Windsor. (MAH) 3

Stray Bullets 21

by Lapham; El Capitan

<--> Benny seems to fancy his best friend Roger's wife. Roger is understandably unhappy about this. As usual things get nasty. But hold on, there appears to be a twist in the tale... The amount of story David Lapham crams into 28 pages puts most other comicbooks to shame. Still brilliant, despite being a somewhat naff issue. (RW) 7

Supreme the Return 5

by Moore & Churchill + Rapmund + Veitch; Awesome

<-> In a steal from the *Lois & Clark* TV series, Supreme reveals his secret identity to Diana; "You put on glasses and nobody recognises you... Stupid or what?" The rest of the issue builds up to Supremium Man's very short return. Ian Churchill's pencils are in a traditional Image art style, while Alan Moore's script is witty but seems to be covering old ground. (RW) 6

Canadian Indies

Berlin 7

by Lutes; Drawn & Quarterly

<=> It's the calm before the storm, as events in late 1920 Berlin plod along nicely. As usual, there are some interesting historical asides, like a young boy recounting how Houdini faced trial in Germany for being a fraud. But Jason Lutes' slick linework at times makes things seem too clean and tidy, such as when depicting the slums. (RW) 8

Cerebus 255

by Sim & Gerhard; Aardvark-Vanaheim

<+> Watching as Cerebus models himself on a childhood hero who plainly doesn't like him, and begins to let this admiration poison his relationship with Jaka, is an uncomfortable experience. New technology is introduced in yet another wonderfully crafted issue. Writer Dave Sim's notes on the story are not really cheap and deadline-busting padding, but an added bonus. (CS) 8

Palookaville 14

by Seth; Drawn & Quarterly

<=> The previous issue's text-heavy monologue has been replaced by lots of silent panels capturing an unsuccessful travelling salesman wearily cold-calling shops in an attempt to sell electric fans. You really feel for the guy, making this anything but a dull read. Seth's use of tones really adds to his gorgeously smooth linework. (RW) 8

Peepshow 12

by Matt; Drawn & Quarterly

<+> To describe this comic as a load of wank would be quite accurate. The whole 'story' alternates between Joe Matt in his room enjoying porno videos and his dull ramblings to himself. Peepshow is a pathetic waste of a good talent. (RW) 3

Louis Riel 4

by Brown; Drawn & Quarterly

<-> Having been betrayed by the Canadian government, Riel spends three years on the run, during which time he is elected to parliament. An interesting historical read but Chester Brown uses the characters purely to convey events, hence they come across as flat and unemotional. Also why do they all have big comical noses? (RW) 6

Euro Indies

WWW.

by Manara; NBM/Eurotika

This 48 page ($10.95) paperback is an inventive erotic tale of three women whose sexual exploits are broadcast live on the Net, unwittingly attracting the attention of a vengeful ex-lover. Italian creator Milo Manara's elegant linework currently lacks the refinement and delicate detail of his earlier work. However, his blend of erotica, philosophy and gracefully rendered women remains unique. (JE) 7

Oz Indies

Bacchus 52

by Campbell; Eddie Campbell Comics

<=> Neil Gaiman comes to visit and wine is discussed in the new strip. Plus there are two wonderful 20-year-old *Ace Rock 'n' Roll* reprints. It's Eddie Campbell's ear for dialogue and great spontaneous-looking art that keeps bringing me back! Sadly, this series still has some of the worst covers to ever grace a comicbook. (RW) 6

Rex Hellwig 1

by Burch & McKenny; Black Cat Comics

The humorous adventures of Rex – who looks like a regular Joe – but is in fact a superhero mercenary. After battling Dr Drillhead, he is hired for a suicide mission by the US government. The script is witty, the art a bit crude at times, but this series has potential. (RW) 5

UK Titles

Classics From The Comics 49

by various; DC Thomson

Pure distilled nostalgia, this comic reprints classic strips from The Dandy, The Beano and The Topper. With strips like *Dennis The Menace*, *Little Plum*, *Pansy Potter* and *The Bash Street Kids*, this is a real treat for anyone with fond mem-ories of their childhood reads. (CS) 7

2000AD #1196

by various; Egmont-Fleetway

<=> No surprise in what happens in the final part of the current Judge Dredd story, competently written by John Wagner, but suffering from poor art by Jock. Better visuals are shown in *Mission to Mangapore*, where Finnigan's wife reveals why she wanted her Yakuza boss dead. A citizen of Telguuth underestimates the power of a sacred statue in a decent tale by Steve Moore, while David Bircham provides better art than recently for part 14 of *The Secret Commonwealth*, which has a dull script by Pat Mills. Nelson Kreeler is out

of prison and Johnny Alpha is on the warpath in *The Kreeler Conspiracy*, where John Wagner doesn't come up with anything special, but it's nice to see Carlos Ezquerra working well. (ATB) 5

UK Small Press

The Abnormals 2

by Springford; £1 from G. Springford, 2 Cawston Court, Highland Rd, Bromley, Kent BR1 4AF

Although Grant Springford's art needs plenty of work and polish, it does an adequate job of putting across a well-constructed and intriguing story of supernaturals in a deserted future world. A sense of mystery is very well conveyed, with few clues given as to what's going on, but enough detail to make me want to know more. There's promise here. (MK) 6

Armageddon Patrol: Cherries 1

by Short & Talbot; $2.95/£2.25 from Alchemy Texts, 20 Grants Avenue, Bournemouth, BH1 4NR

John Short's tight intelligent storytelling captures the grim realities of war, and while Alwyn Talbot's art looks a little rough-and-ready in the early pages he has an excellent, eye-catching flair and pace in the later action sequences and combat scenes plus a good eye for detail. (AK) 7
Spinning off characters and concepts from the 1997 Octobriana series, John A. Short and Alwyn Talbot have produced a tightly scripted, finely constructed story of powers, politics and Vietnam. You may have read that kind of thing before, but rarely will you have seen it done with such verve and style. (MK) 8

Escape Committee 1

by Hirst & various; 3 x 26p stamps from Rol Hirst, Rushgrove Farm, Holt Head, Slaithwaite, Huddersfield HD7 5TY

Brilliant! Take a break from superheroes and try this. Rol Hirst should be writing professionally – I can't praise this high enough! The art is standard small press, which is to say it is invested with more feeling than most of the stuff the professionals turn out. Costs only three stamps, so get this comic now! You won't read a better comic all year. (MN) 9

Pagoda – Preview

by Tough Guy; £1 from Tough Guy Productions, 14 Grant Close, Kingswinford, West Midlands DY6 7RH

Three martial arts heroes are introduced for some as yet unspecified purpose. Tough Guy's art has strong manga elements – many speed lines, sparse backgrounds, little dialogue – but he's integrated the techniques of manga into a personal style which is rather clean and attractive. I'll be looking forward to the first regular issue. (MK) 7

Parataxis 7

by Alden & Hammerson; 1st class stamp from Peter Hammerson, 16 Cartmel Drive, Woodley, Reading RG5 3NG

The mystified student superteam meets its first real antagonist without actually being aware of it... Peter Hammerson's art is still rough and ready, Alden's script is laden with thoroughly old and cheesy gags – yet somehow, don't ask me how, it all comes together into an effective and amusing package. (MK) 6

Sad Animal 6

by Kidson; £1.20 from R. Kidson, 3 Langridges Close, Newick, East Sussex BN8 4LZ

A couple of fish ponder the mysteries of life in Anglo-Saxon. Envelope and Stick consider the transience of the Spice Girls. Colin Crab gets cross, and yes, it's another slice of the mundane and the embarrassing from that master of mirth and mayhem Ralphie Kidson. Actually, this one's dourer and more cynical than usual, but it'll still crack you up. (MK) 8
<=> Foul-mouthed sharks. An envelope with an unhealthy Mel C obsession. A lager-swilling octopus house guest. An unloved crab. Two seagulls running a seaside tea stall. A vet who enjoys torturing and killing pets. Another essential issue then! The WWI strip utterly is pointless though. (RW) 6

Tales of Urban Horror

by Bonney & various; £1.70 from Ministry Comics, 7 Harrold Priory, Bedford MK41 0SD

Writer Jay Bonney has assembled a varied team of artists to illustrate three tight, effective dramatisations of urban myths. Tough Guy's delineation of a writer who does too much research is sharp and economical, A. J. Mercer adds grotesquerie to a tale of stalking, and Matt Brown does a mean Chris Tarrant. (MK) 6

Top Notch Tosh 2

by Lewis; £1 from A. Lewis, 39 Priory Court, Bryncoch, Neath, West Glamorgan SA10 7RZ

Rebellious robots, crazed cults and a spoof romance... Andrew Lewis continues to mess around with genres, unifying them into a coherent whole via an art style which is cartoony, full of well spotted blacks, imaginatively laid out and attractive. (MK) 7

Whatever 1

by Jakes; £1.50 from A. Jakes, 6 Hartley Road, Gamlingay, Sandy, Bedfordshire SG19 3HH

Tess is out of the asylum and back on the road again. Quite who Tess is or why she was in the asylum, Adam Jakes isn't revealing just yet. Instead we get a sense of unease, that beneath this innocent and engaging story lurks unimaginable horror. Or perhaps not – time will tell. The art is simple and powerful. (MK) 7

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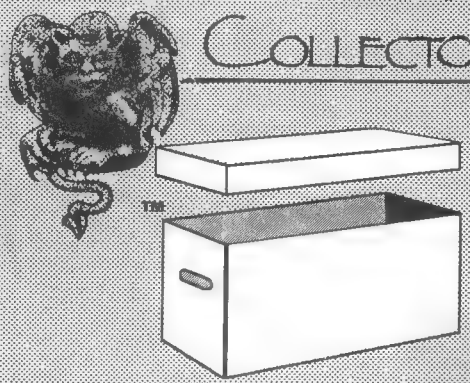

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Movers & Shakers

The latest comicbook views, speculations, gossip and rumours

Reported by those diggers and delvers known only as ITMA and his CI team of Itmites

X in trouble?

IS THE X-Men film in trouble days before its imminent release? Whether scare mongering or a premonition of another impending Marvel flop at the box office, this is the news filtering out of Hollywood.

The following is from the Corona Entertainment News website, which is reporting some serious problems: With one month left before the film is scheduled to open, there are multiple reports that all may not be well in the editing room. The *Mr. Showbiz* website reported that Fox cancelled all of its plans for the film's press junkets. Soon afterward, the *Coming Soon! Movie* website received word from one of its sources for the possible reason Fox cancelled its junkets: the film had a secret test screening somewhere in the US and reportedly the audience hated the film. *Coming Soon!*'s source states that this is apparently the reason that all press junkets have been cancelled. There is now a release date panic as 20th Century Fox will have to do a re-edit to the film, possibly delaying the July 14th release date.

There were also reports on US TV's *Entertainment Tonight* and Canada's **The Toronto Star** (the film was shot entirely north of the US border) claiming that Singer is still working on the film's final cut and runs the serious risk of missing its release date.

If there are major changes made to the final cut, this means that the completed film adaptation (drawn by Anthony Williams) will have to be redrawn. Rumours from the States claim that Marvel may have to pulp 100,000+ copies of the already printed film adaptation because of extensive re-edits and a new ending.

Early reviews of the film claim that while not brilliant, it is a good action romp. Apparently there are no explanations as to who or what mutants are and there is little back-story aside from Wolverine's. One early report suggests the film is largely a Wolverine vehicle, and while there are gaping inconsistencies in comparison to the comics, the majority of comic fans will be happy with the finished product.

Life after Spawn

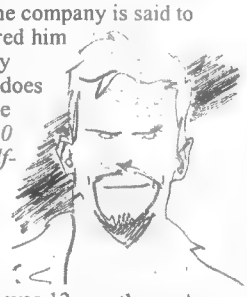
WHAT do you do when you stop drawing one of the top three comics of the last ten years?

Now that Greg Capullo, long-time artist on Todd McFarlane's **Spawn**, has moved on, is he likely to return to his roots?

Capullo made his name as artist on Marvel titles such as **Quasar** and in 1994 on **X-Force** and now he's a free agent again. There is talk of him producing a creator-owned title for McFarlane, but the artist admitted at a recent convention that he is itching to draw straightforward superheroes again. This is sure to have alerted editors at Marvel and DC.

Whose Hulk now?

RON Garney, arguably the best artist to work on **The Incredible Hulk** since Britain's Gary Frank, has turned down a second exclusive year with Marvel. The former **Captain America** artist walked because the company is said to have offered him less money because it does not believe Garney (*20 second self-portrait right*) is worth as much to them this year as he was 12 months ago!



While the artist is unlikely to have any difficulty finding work, the already thinly-stretched Marvel could struggle to find a replacement on a title that desperately needs to look good if it is to cut it in today's image-conscious market.

Marvel, however, believes the current market situation grim enough to offer its exclusive creators downgraded contracts. Such a short-term panic move is sure to make this a classic self-fulfilling prophesy.

So, who's in the frame to replace Garney? Well, the smart money appears to be on current mainstay John Romita Jr, who is scheduled to do at least two fill-ins. There is also a chance that Sal Larocca might be in line for the gig as he finishes his **Fantastic Four** duties very soon.

Maybe Marvel will go with an inexpensive unknown or someone

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not normally associated with the Hulk. Steve (**Wolverine**) Skroce's name has been mentioned, as has Aaron (**Atomic Toybox**) Lopresti.

There is even talk that current writer Paul Jenkins' might be reunited with his **Inhumans** and **Sentry** partner, Jae Lee.

Convention chatter

CONVENTION season is kicking into high gear in the States when major company announcements are made although it's a few weeks before the big two, Chicago and San Diego. But it seems there is already a buzz about some major projects in the pipeline for 2001.

These rumours may be wishful thinking but there could be a few creators who can't resist breaking publishing embargos...

- The wildest suggestion is a big DC/WildStorm crossover event, with variations in proposals ranging from WildStorm does DC's finest for a fifth week event, to a multi DCU crossover orchestrated by Jim Lee and Kurt Busiek!
- Marvel always plans something major, however by the time announcements are made at either Chicago or San Diego most people are unimpressed. This year the emphasis is, unsurprisingly, on the X-Men line.

But time and money will also be directed at the Marvel Ultimates line, which is planned to expand, regardless of initial viability. However early major storyline announcements for any Marvel titles are unlikely as no one is disclosing anything.

- The perennial Marvel **Crisis** story is doing the rounds again, presumably surfacing in the wake of Marvel President Bill Jemas's comments, reported on last issue. But such a storyline would prove pointless as the Ultimates line will be re-inventing history as well.
- There's a buzz about the upcoming Dark Horse/Josh Whedon/Future Vampire Slayer series titled **Fray**. Key people at Dark Horse rightly believe they might be on to a bonafidé winner.

Tying in loosely with Whedon's *Buffy the Vampire Slayer* and *Angel* TV series, **Fray** is expected to be most important comic/TV tie-in since DC's **Babylon 5** #1. Let's just hope it has a smoother run!

- Over at Image there are big things expected of Top Cow over the next year as it looks set to replace Todd McFarlane Productions as the top comics money earning imprint. Any truth in the rumour there'll be a **Young Lara Croft** comic has yet to be confirmed, but it does seem likely.

There are also a number of other new Top Cow projects in the pipeline and *Movers* has been promised scoops on many of them, but not this month!

From Iron to gold

ARE late Silver Age comics beginning to rise in price? It would certainly seem so. Take as an example **Iron Man** #1, released in May 1968 and up until a year ago selling for between £200 and £300 in the UK (in top condition) and as recently as May of this year, **Wizard** had the book priced at a reasonable $325.

So how come e-Bay, the on-line auction company, has managed to sell a file copy of **Iron Man** #1 for the staggering price of $1,800! An incredible price for a comic that British dealers sadly accept isn't a highly sought-after book.

It seems that e-Bay is the fashionable place to sell comics nowadays. A check through its database of comics shows that it has over 100,000 comics for sale at any one given time, and a new source of unexpected speculators is utilising e-Bay more than ever.

Those fortunate enough to have owned copies of the DC **Elseworlds 80-Page Special**, the one pulped because of the Superboy-in-microwave story, or the recently pulped **League of Extraordinary Gentlemen** #5, which **Tripwire**'s Joel Meadows sold (his complimentary copy) on e-Bay for $150, now have an easy way to dispose of their top books for the best prices.

League of high cost

CONSIDERING the amount of money that UK collectors and dealers made from the pulped **DC Elseworlds 80-Page Giant**, the paltry sum of $150 for **League of Extraordinary Gentlemen** #5 seems almost derisory.

Last we heard, the *Elseworlds* special was selling for over £300. But this new pulping casualty did not occur because of the use of the word vagina in an advert, as was first believed, but for the use of the word Marvel in the same spoof advert. And, with no bulk UK copies out there, it is far rarer than its predecessor.

It is believed that there are only about 50 copies of the original **LoEG** #5 in existence compared to hundreds of the *Elseworlds* specials. But the sad fact is, unlike *Elseworlds,* it has been reprinted with only the word Marvel taken out, yet fans with more money than sense are still wanting to spend serious money to own the word Marvel in a DC comic!

It's Miller time

INCUMBENT **2000 AD** editor, Andy Diggle has won the services of Frank Miller to supply a Judge Dredd cover for the forthcoming 10th anniversary issue of **Judge Dredd Megazine**.

However, the new main man at Egmont is becoming a little concerned because Miller never returns his calls.

Dredd fans also believed they had a reason to have a dig at Diggle on the *2000AD Discussion Group,* when they discovered that he is set to write a story in the next issue of **Judge Dredd Megazine**. But Diggle was quick to point out that as he had thrown down the gauntlet to creators to produce their best, he had better put his money where his mouth is. He is not being paid for it!

Diggle is said to be claiming that he intends to show future writers the kind of story he wants to see in his newly inherited position. Sounds to us like he could be setting himself up for a real fall.

Silver memorabilia

US-BASED auction house e-Bay isn't the only company to have been successful selling comics and related ephemera.

The UK's oldest comics auctioneers, ComPAL, has recently tapped into a new comics spin-off.

After another successful quarterly postal auction, ComPAL owner Malcolm Phillips was amazed with the success of two particular items...

The first was a 16x10" original pencil sketch *(below)* of the Silver Surfer by Jack Kirby.

The winning bidder, who had never even contacted the auctioneers before, saw the advert in last month's **CI** and ended up walking away with the signed and framed drawing for a staggering £2,255.

The other major sale from the March auction was for the Frank Hampson studio's original Dan Dare rocket-ship, Anastasia.

Constructed of balsa wood, the model was the original one used for reference in **The Eagle** by the 1950s Dan Dare artists. The fact that it has survived intact for 50 years, let alone been offered at auction is positively amazing.

Phillips joked, "It might have gone even higher than the £3,080 realised, except most of the people who wanted it just didn't have space for the spaceship!" Or more likely their wife's didn't want it to be the dining room focal point.

But what this sale has effectively achieved is to make this model the most expensive Dan Dare/**Eagle** piece of memorabilia of all time. A picture and full description of the ship is available on the ComPAL website at *www.compalcomics.com*

Pokemon gold rush

A SIMPLE and effective way for struggling comic shops to boost sales in the short term...

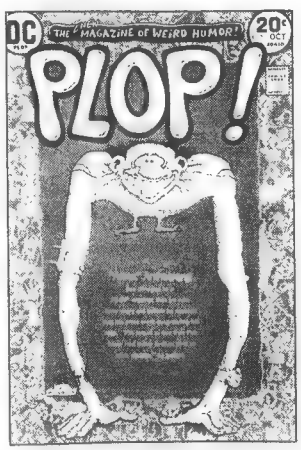
Cut down on your excess comic orders, buy more **Pokemon** stuff and dedicate your window to the craze. A number of shops have said that sales have increased by over 100% since increasing Pokemon merchandise and profile.

The downside... you have to put up with loads of screaming kids in what was once the sanctuary of your local comic shop! Oh well.

...and one from the Movers files

Plop! #1-24
DC Comics, 1973 - 1976

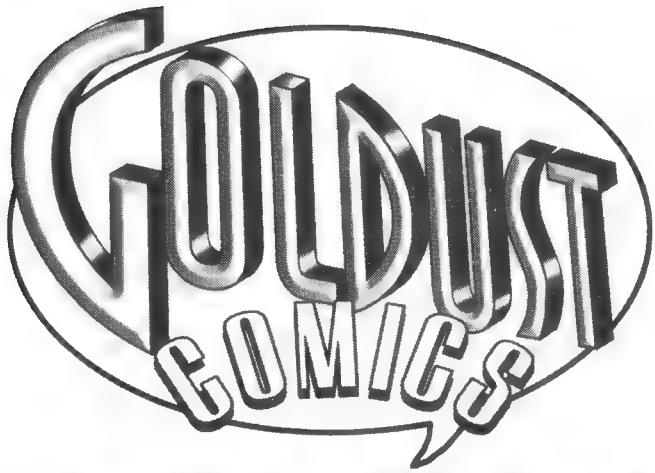
Writer: various
Artists: various
Current dealer price: £2 to £3 each
Movers projected price: + 100%



There are very few US humour comics since **MAD** which have caught the public's imagination. Probably the best known funny comics to come out of the US in the last 40 years have been Marvel's self-parodying **Not Brand Echh** and DC's oddball series **Plop!**

The latter series cover spotlighted the bizarre talents of Basil Wolverton and his famous Wolvertoons, as well as interior art from such luminaries as Bernie Wrightson, Wally Wood, Steve Ditko, Alex Toth, Alfredo Alcala, Joe Orlando and Sergio Aragones. **Plop!** was a weird comic, it seemed to gauge the feel of the 1970s perfectly, while it now has almost become a source of inspiration for trends and fads like Cabbage Patch Dolls and Beanie Babes. Wolverton was the guy who made the template for these ideas, and was in many ways the US equivalent of the legendary Ken (Frankie Stein) Reid. In fact, Wolverton's work was so weird, Fleetway management fobade a young Dez Skinn mailing Reid the US artist's work, for fear it would inspire even further printed mayhem.

These comics are still very cheap, but with more interest moving to mid-'70s titles, this is a neat little 24-issue set that is genuinely good for a laugh.



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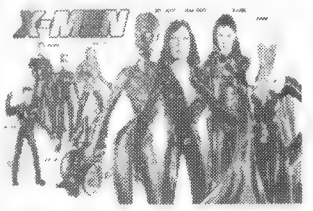

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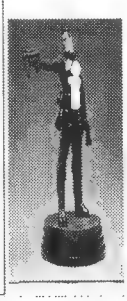

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Letters

Comics International, 8 Trinity Road, London N2 8JJ

Tons of great letters to get through, and not a fraction of the space we need. The bulk has been on the Eros issue raised last month, so we're holding them off for a Letters Extra, hopefully next month.

Thanks as always for your input, it is appreciated and, very occasionally, heeded too! Hmm, not often you hear that verb. D'ya heed? ...Dez Skinn/Editor

Not likely to make your mouth water

Paul Tapner, 18 Alverton Avenue, Poole, Dorset

I'VE just read an article in **Starburst** about the state of US TV. Over there, new shows have to be an instant hit to avoid early cancellation and derivative ideas are the most likely to be commissioned. Tired old franchises survive for years on the strength of their name alone.

Perhaps the woes of the comics field aren't as individual as we might like to think.

Bigger Numbers

Giulio Cicconi, Via Alberto Pepe 1, 64100 Teramo, Italy

IN RESPONSE to Reuben Willmott's letter and your updated news (**CI** #116/117) on Alan Moore's **Big Numbers** maxi-series, for those interested I would recommend reading a special issue of **Tales From the Edge** (Vanguard Productions) entirely dedicated to Bill Sienkiewicz.

In it, among other projects such as a forthcoming collaboration with Frank Miller – the artist clearly states his intention of continuing – and finishing – the said series. Not only that, but Sienkiewicz goes further saying that only eight issues are left to do. Now, assuming that the count of the remaining issues is made on the original length of the series (12 issues), that's to say that issues #3 and 4 are already completed; but, as far as I'm concerned, as of this writing, I've never seen even a preview page of issue 4.

I don't know whether these statements are really anything more than simple good intentions…

In any case, let's wait and see. But not too long, as we've been waiting for 10 years for this series to continue – hey, Mr Moore, are you taking notice?

Batman's sell-by date

Terry Amey, 20 Trafford Road, Thornton Heath, Surrey CR7 6DQ

I COULDN'T agree more with Don Simpson *(News America,* **CI** #120) and his views about Batman. This fascist character is so woefully out of date and should have reached his sell-by date circa 1965 along with pals Superman, Wonder Woman, JLA, Flash, Hawkman, Green Lantern, etc.

I'm in my mid-20s and admit to reading some Batman comics post 1965 (I wasn't quite born then) and I feel that the main problem with the mainstream comics industry is the prolonging of the careers of heroes from different eras into the future and beyond.

I fail to see how characters, whose best days were in the 1940s and 1950s, can be relevant in these very different times.

I include Marvel in this complaint also. The likes of The Hulk, Spider-Man, Daredevil, Avengers, Fantastic Four, Doctor Strange, and so on had their heyday in the 1960s and '70s, and in my perfect world, would have been retired or killed off by the mid '80s.

Instead, we're treated to farcical situations like 10 (!) X-Men related titles per month and 11 (!) Batman titles (plus **Batman Chronicles** every three months).

The comics industry could have been so much fresher over the years if writers and artists through the years had been given license to create new ideas at various stages.

I also don't understand why comics have to rely on the superhero/silly costume ethos all the time, when newer, more obscure titles are more interesting than the same old boring stuff spewed out by Marvel and DC. I wonder if the same complaint will apply to Image with **Spawn**, **Savage Dragon**, etc in say 10 to 15 years time?

I am pleased to be only a casual fan of comics with merely a passing interest in what's going on, instead of wasting hard earned money on an industry that treats its fans (mugs?) to the same old garbage that should have been binned years ago!

I'm sure in a perfect world we'd all agree with you, Terry. But without the major characters from 1939 onwards in both countries, from Batman to the Bash Street Kids, there wouldn't be a money-making industry to expand upon.

Don't forget that it's the outside revenue keeping a character like Batman alive that allows for such experimentationa s Vertigo and Paradox Press. In the same way cinema couldn't exist without Hollywood churning out mainstream actioners and comedies, neither could the comics, TV or paperback fiction markets. ...Dez Skinn

Jeff MacNelly

Paul Dale Roberts, 5606 Moonlight Way, Elk Grove, CA 95758

AGAIN, I fully enjoyed the whole of **Comics International** #120. In fact **CI** has become the #1 comics magazine on the market today!

You guys have endured through thick and thin and have provided us comicbook readers with all kinds of insightful information!

Sadly, another great legend has passed away that your readers may not know about. That being Jeff MacNelly, the creator of *Shoe*. Not only was *Shoe* witty, humorous, politically hilarious and a parody of real life, it was also brilliantly conceived by a three time Pulitzer Prize winner who had accomplished much in his life.

His life in turn affected many other peoples' lives, by bringing us light-hearted humour through his ingenious comic strip.

People will always remember the fictional newspaper the Treetops Tattler, all those zany bird characters and of course the cigar chomping (no, I'm not talking about Nick Fury) P. Martin Shoemaker! In fact I hope to see P. Martin Shoemaker on the cover of **Cigar Aficionado** one day! He deserves the recognition!

As we all mourned the passing of Charles Schulz, we all now stand tall and salute Jeff MacNelly, a man who gave his creations life through his comic strip!

Getting the clear dope

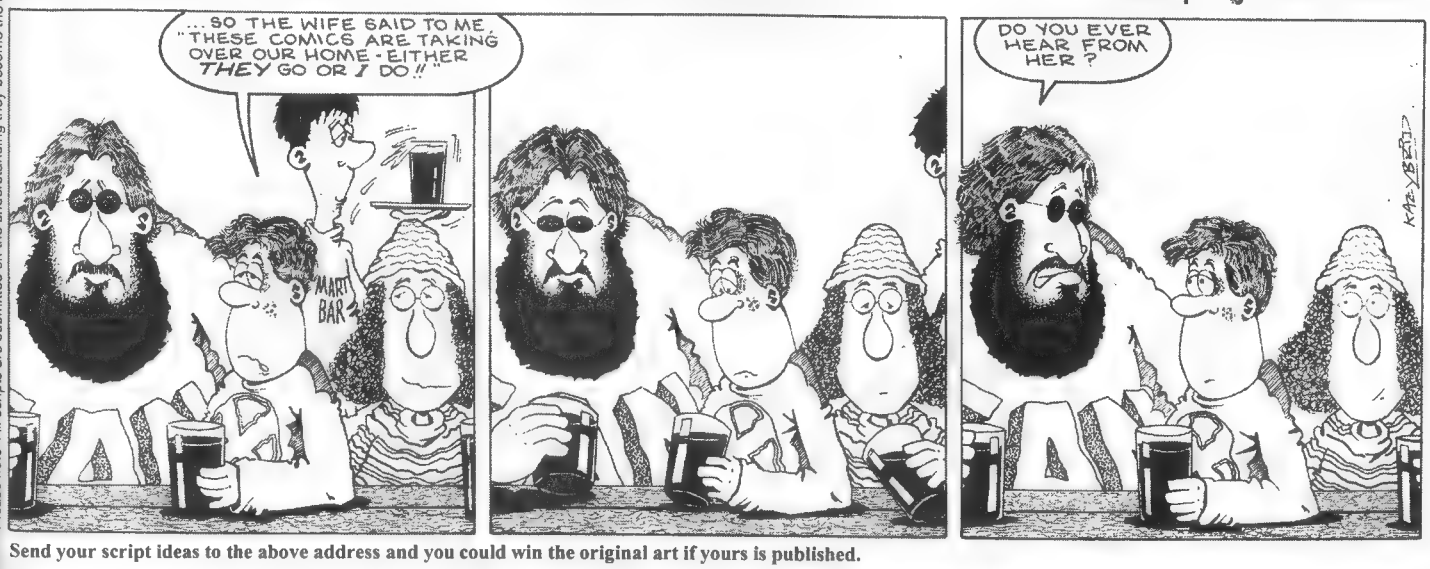
Michael Martens,
Vice President
Dark Horse Comics

JUST read the latest *Sez Dez* (**CI** #121) and came away with utmost sympathy for you and the knicker-twisting caused by the big three's news embargos.

Let me remind you that the knowledgeable and enthusiastic Shawna Ervin-Gore is always available to give you the clear dope on any upcoming Dark Horse titles whether they have been solicited or not. At Dark Horse we understand the principal of "creating a buzz" and know that we cannot rely entirely on **Previews** to do so. Why

Mike Kazybrid's COMIC CUTS

Script by Paul Kristian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not give the coverage to the publisher that cares the most about its fans?

By the way, we sure loved the Lone Wolf and Cub headline, "Pram-pushing ronin's return".

Keep up the good work.

Thanks, Michael. Somehow it sounded better than "Baby carriage ronin's big new beginning". We usually try to fit one whacky title in per month, one of our faves being Son of God gets own title a few months back! ....Dez

Thank you, Comics International #121

Jason Liebig, Marvel editor
via e-mail: jliebig@marvel.com

QUICK note: Got the latest issue. Cover looks great, interior features look and read great! Fantastic work! Very exciting! That's basically all I've got to say.

I was very excited to see the *Counter-X: Shockwave* material get the coverage and discussion. But one small note, because I'm super-defensive of my data: In *Movers & Shakers* (**CI** #121) there is a discussion of Warren Ellis's "ability to bring money in for the publishers".

It states that his revamp only increased sales on **Gen X**, **X-Man**, and **X-Force** by 25% – with all but **X-Man** falling back down to previous numbers the following month. In actuality, orders for the March Revolution month issues were up about 40% (from February's numbers), and they fell (in April) to numbers that were roughly 20% higher than the pre-Ellis orders.

And by the fourth issues of *Counter-X*, sales have actually increased from the April numbers somewhat... So we may be creeping up into 21 or 22% territory. So our June orders for all three books remain at or above 20% higher than February's numbers – on all three books!

In the marketplace that is comics today, I'm as pleasantly surprised as anyone with these numbers, but I'd hate for Warren's impact on the books to be misrepresented. He did a great thing, and while it didn't rocket the books into the Top Ten, his presence, along with everything else that went into *Counter-X* did have a more than one month impact.

This is a small point, and hardly anything to lose sleep over, but I thought you should know – that way you can slap that writer on the wrist for getting his research wrong. Then again, I'm basing my facts on the Diamond US orders I see – they may not match up with the Diamond UK digits. The next test month for orders will be July, of course (the first issues of the second story-arcs). I'm hoping that confidence will remain high.

With the help of positive coverage like that in **CI** this issue, I think fan interest will maintain. I certainly feel the quality level doesn't drop. But again, I am thrilled with the issue and the coverage! Thanks so much!

Never mind the Sex Pistols...

Richard J. Smith, 39 Lower Unwin St, Penistone, Sheffield S36 6LX

HERE'S one vote for putting the word bollocks above all future missives by 'conservative' Steven Morrell. Something seems to have rattled his cage *(Letters*, **CI** #121) doesn't it kids?

And, oh, Mister Disley. What have you done? You were doing so well in arguing your case, until you threw in that crack about scousers *(Letters*, **CI** #121)?

Anyway, *Comic Cuts* is improving – I liked the last two strips – funny. I don't know what this says about me, but I do read Superman comics for Jimmy Olsen *(Comment*, **CI** #121) – the old comics, and the **Adventures** comic that is... And what's Batman without Alfred Pennyworth?

Missing something, that's what!

Laugh? I lost a contact lens!

Mullarithanan Barat Vikraniseth, 17 Balmers Lane, London N17

JUST when I thought **Comics International** was getting too dry and lifeless, you bounce back with a vengeance.

The cover made up for months of inadequate visuals and there was a natural meshing throughout the issue. It was like you were all on the same wavelength, seeds sown throughout the magazine allowed to flourish in other sections. *Comment*, *Networks*, *Movers*, *News* and *Q&A* all had links, either directly or indirectly to each other. It was the most enjoyable issue I've read in ages. Good stuff!

Outside of the general feeling of oneness, there were two items that made me howl with laughter. The first was Paul Westfield's comment about Eros comics. I can't believe that someone actually sent this in to be considered for publication and more to the point I can't believe **CI** printed it!

CI mainstay Steven Morrell achieved something in his letter that I haven't seen in **CI** ever, to my knowledge. He managed to get two "fuckings" and a "fuck me" into a 70 word letter.

Isn't it great how you see someone develop in print? Morrell has gone from clamouring fanboy asking some of the most banal of questions to a confident (albeit inaccurate) individual.

It was a great letter and thank you for publishing it. "When was the last time that Tin Tin fucking saved the universe?" Laugh? I lost a contact lens! Really I did.

Thanks a lot, guys!

More eye poppers next month! ...Dez

Directory

An at-a-glance reference guide to everything that counts in comics

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SLAVE LABOR GRAPHICS, 979 South Bascom Avenue, San Jose, California 95128 (fantasy black & white titles) (00)1 408 279 0451
TOP COW, 10390 Santa Monica Boulevard #110, Los Angeles, California 90025 (adventure and licensed titles)
VEROTIK, PO Box 64859, Los Angeles, California 07043 (adult fantasies)
VIZ COMICS, PO Box 77010, San Francisco, California 94107 (English translated manga titles)
WaRP GRAPHICS, 43 Haight Avenue, Poughkeepsie, New York 12601 (Elfquest and spin-off titles) (00)1 914 473 9277
WILDSTORM, 7910 Ivanhoe Street, #438 La Jolla, California 92037 (includes ABC, Cliffhanger and Homage imprints)

United Kingdom

The following are major UK newsstand comics and graphic novel publishers. If calling from outside of the UK, drop the first 0 and replace with: 01144 (USA); 0044 (mainland Europe and Eire); 001144 (Australasia).

DC THOMSON, Albert Square, Dundee DD1 9QJ (humour titles and adventure titles)
EGMONT FLEETWAY, 25-31 Tavistock Place, London WC1H 9SU (adventure, humour, licensed and pre-school) 020 7344 6400
HAMLYN BOOKS, Michelin House, 81 Fulham Road, London SW3 (2000 AD graphic novels) 020 7581 9393
JOHN BROWN PUBLISHING, The Boathouse, Crabtree Lane, Fulham, London SW6 (Viz) 020 7381 6007
KNOCKABOUT COMICS, 10 Acklam Road, London W10 5QZ (humour and underground comix, graphic novels) 020 8969 2945
PANINI COMICS (UK), Panini House, Coach and Horses Passage, The Pantiles, Tunbridge Wells, Kent KT2 5UJ (humour, adventure and Marvel licensed titles) 01892 500 100
THE REDAN COMPANY, Appleton House, 139 King Street, London W6 9JG (pre-school humour titles) 020 8563 1563
SAVOY BOOKS, 446 Wilmslow Road, Withington, Manchester M20 3BW (mature comic magazines and graphic novels) 0161 833 2664
TITAN ENTERTAINMENT GROUP LTD, Titan House, 144 Southwark Street, London SE1 OUP (licensed graphic novels, books, magazines and comics) 020 7620 0200

France

The following are the major comics and album publishers. If phoning from USA, code of 0033 becomes 011 33

ALBIN MICHEL, 22 rue Huyghens, 75014 Paris (albums) (0033) 42 79 10 00
CASTERMAN, 66 rue Bonaparte, 75006, Paris (albums and manga titles) (0033) 40 51 28 00
DARGAUD, 6 rue Gager Gabillot, 75015 Paris (albums and manga titles) (0033) 40 45 35 39
DELCOURT, 5 passage du Mont-Cenis, 75018 Paris (albums and comics) (0033) 53 41 86 10
FLUIDE GLACIAL, 33 avenue du Main, BP 187, 75755 Paris (comics and albums) (0033) 43 20 23 96
GLENAT, 31 rue Ernest Renan, 92130 Issy les Moulineaux (albums and manga titles) (0033) 41 46 11 11
J'AI LU, 84 rue de Grenelle, 75007 Paris (manga titles) (0033) 44 39 34 70
LES HUMANOIDES ASSOCIES, 24 avenue Philippe Auguste, 75011 Paris (albums) (0033) 44 93 88 33
MARVEL, BP 62, 06702 St Laurent Duvar (0033) 92 12 57 57
SEMIC FRANCE, 45 rue Broca, 75005 Paris (comics) (0033) 43 36 32 00

READERS: THERE'S MORE TO COME! DON'T MISS *HALLMARKS* FOLLOWING THIS SECTION!

Retail Index: UK

Key to abbreviations used:

imp = air imported new issues
back = back issues stocked
s-p = small press & fanzines
merch = trading cards, videos, T-shirts, posters, etc
gn = graphic novels
ind = independent comics
u/g = underground comix
STO = Standing order service (new comics reserved)
RPG = role playing games
CCG = customisable card games

Sorry, no websites, this is a shop guide

When telephoning from outside the UK, drop the first 0 and replace with: 01144 (USA); 0044 (mainland Europe & Eire); 001144 (Australasia).

Central London

Avalon Comics, 143 Lavender Hill, Battersea, London SW11 5QJ. Mon-Thurs 10-5.45; Fri 10-6.30; Sat 9.30-5.30; Sun 11-3.30 (imp, back, merch, ind, STO, CCG) 020 7924 3609

B-Hive, 28 Denmark Street, London WC2 Mon-Fri 10-7; Sat 9-6; Sun 11-5 (imp, back, ind, gn, merch, toys) tel/fax. 020 7836 3036

Book & Comic Exchange, 14 Pembridge Road, Notting Hill Gate, London W11. Mon-Sun 10-8. Nothing legal refused! (back, ind, u/g) 020 7229 8420

Comic Showcase 63 Charing Cross Road, London WC2H 0NE. Sun-Wed 10-7; Thurs-Fri 10-8; Sat 9.30-8 (imp, back, s-p, merch, ind, u/g, cartoon books, original art) 020 7434 4349

Forbidden Planet, 71-75 New Oxford Street, London WC1A 1DG. Mon-Wed/Sat 10-6; Thurs-Fri 10-7 (imp, back, s-p, merch, ind, film/TV) 020 7836 4179

Gosh!, 39 Great Russell St, London WC1B 3PH (opposite British Museum). 10-6 (inc Bank Hols); Thurs-Fri until 7 (imp, back, merch, ind, foreign, u/g, STO, largest range of newspaper strip compilations in UK) 020 7636 1011

Mega-City Comics, 18 Inverness Street, Camden Town, London NW1 7HJ Mon-Sun 10-6; (Thurs-Fri until 7) (imp, back, merch, s-p, ind, u/g, film/TV, fantasy, horror, body art, subculture, STO) 020 7485 9320

Mighty World of Comicana, 237 Shaftsbury Ave, London WC2H 8EH. Mon-Wed 10.30-6.30; Thurs-Sat 10-7; Sun 10-4 (imp, back, merch, ind, TV/film and fantasy, STO) 020 7836 5630

Outer London

A Place in Space, 101 Church Street, Croydon, Surrey CR0 1RN. Mon-Sat 9.30-5 30 (comics, sci-fi books, back, merch, ind, RPG, CCG, original art, accessories, STO) 020 8686 2400

Ashcan, 3 Eagle Star House, 299-301 High Street, Sutton, Surrey SM1 1LG. Mon-Wed/Fri 10.30-5.30; Thurs 10-7; Sat 9-6 (imp, back, ind, merch, STO) 020 8770 3815

Atomic Comics, 1112 High Road, Chadwell Heath, Romford, Essex RM6 4AH Mon-Sat 10-6; Fri 10-7 (imp, back, s-p, merch, ind, u/g, STO, Second hand horror, fantasy, sci-fi books, original art) · 020 8597 8547

Calamity Comics, 160 Station Road, Harrow, Middlesex HA1 2HR. Mon-Wed 10-6, (Thurs-Fri until 7); Sat 9.30-6 (imp, back, s-p, merch, ind, u/g, RPG, STO, fantasy TV/film, books, videos) 020 8427 3831

Comic Shack, 720 High Road, Leytonstone, London E11 3NN. Mon-Thurs 9 30-5.30; Fri-Sat 9.30-6.30; Sun 11-5 (back) 020 8539 7260/8555 9303(eve)

Forbidden Planet, 175 North End, Croydon CR0 1TP. Mon-Sat 9.30-5.30; (Thurs until 7). (imp, back, merch, ind, STO, CCGs, film/TV mags, sci-fi/fantasy books, videos)020 8688 7190

Into the Void, 262 Streatham High Road, Streatham SW16 1HS. Mon-Sat 9.30-7; Sun 11-3. (imp, back, merch, toys, action figures, STO, film-related merch) 020 8677 7037

Krypton Komics, 252 High Road, Tottenham,'London N15 4AJ (next to Tesco) Mon-Fri 10.30-6; Sat 10-6 Nearest Tube: Seven Sisters Road. (imp, back, s-p, ind, STO) 020 8801 5378 (fax: 020 8376 3174)

Skinny Melinks, 66 Loampit Vale, London SE13. Mon-Wed/Sat 11-6; Thurs-Fri 11-7; Sun 11-5 (50p sale on back issues under £3 Sat-Mon) 020 8318 0499

They Walk Among Us, 32 Union Court, Sheen Road, Richmond, Surrey TW9 1AA. Mon-Sat 9.30-5.30 (Fri until 6) (imp, merch, back, ind, u/g, fantasy/sci-fi/horror books, STO, subculture) tel/fax: 020 8948 8476

30th Century Comics, 18 Lower Richmond Road, London SW15 1JP. Mon-Wed 10.30-6; Thurs-Fri 10.30-7; Sat 10.30-6; Sun 11-5 (imp, back, Gold/Silver/Bronze Age specialists, British comics/annuals, ind, u/g, STO, merch, books) 020 8788 2052

NEW **Time Trek**, 46 High Street, Bromley, Kent BR1 1EG. Mon-Wed/Sat 9.30-5.30; Thurs 10-8; Sun 10-4 (imp, back, TV/film, merch, ind, STO, CCG) 020 8313 0677

South East

The American Comic Shop, 1 Church Street, Chatham, Kent ME4 4BS (just off High Street). Mon-Thurs 10-5.30; Fri 9.30-5.30; Sat 9-5.30. (imp, back, STO, merch, Star Trek/Star Wars, ind) 01634 817410

Calamity Comics 2, 90 Queens Road, The Broadway, Watford WD1 2LA. Mon-Tues 10-5.30; Thurs/Fri 10-7; Sat 9.30-5.30 (imp, back, s-p, merch, ind, u/g, STO, RPG, fantasy TV/film, books, videos) 01923 249293

Cartoon Shop, 19 East Square, Basildon, Essex SS14 1HT. Mon-Sat 10-6 (imp, back, s-p, ind, merch, RPG, STO) 01268 534194

Central City Comics, 4 Eagle Street, Ipswich, Suffolk IP4 1JB. Mon-Sat 10-6 (imp, back, s-p, merch, ind, u/g, foreign, STO) 01473 233017

Chaos City, 20 Heritage Close, (off High Street), St Albans Herts AL3 4EB. Mon-Sat 10-5.30 (Thurs until 8); Sun 12-4 (imp, back, merch, STO, RPG, CCG) 01727 838719

Comic Showcase, 19-20 St Clements Street, Oxford OX4 1AB. Mon-Sat 10-6 (imp, back, s-p, ind, merch, u/g, STO) 01865 723680

Comics Unlimited, Unit 11, The Arcade, Letchworth, Herts. Mon-Sat 9-5.30 (closed Wed) (imp, back, merch, STO, RPG, CCG, action figures, videos, Games Workshop) 01462 480018

David's Comic Shop, 5 Sydney Street, Brighton, Sussex BN1 4EN. Mon-Sat 9.30-5.45; Sun 11-4 (imp, back, ind, STO, u/g) 01273 691012

Daydream Nation Trading Cards at Hive, 6 Kensington Gardens, Brighton BN1 4AL. Mon-Sat 10-6 (cards, CCGs, sports, Ultra-Pro) 01273 687 877

Forbidden Planet, 60 Burleigh St, Cambridge CB1 1DJ. Mon-Sat 9.30-6 (imp, back, merch, ind, u/g, STO, CCG, videos, sci-fi/fantasy books, TV/film magazines) 01223 301666

Forbidden Planet (FPS), 63/64 High Street, Colchester, Essex. Mon-Sat 10-5.30 (imp, back, s-p, merch, u/g, ind, RPG, rock t-shirts, STO) 01206 761 589

Hive, 6 Kensington Gardens, Brighton BN1 4AL. Mon-Sat 8.30-6; Sun 11-5 (imp, back, STO, u/g, ind) 01273 687802

Hive, Unit 22, The Guildbourne Centre, Chapel Road, Worthing, West Sussex BN11 1LZ. Mon-Sat 9.30-5.30 (imp, back, STO, u/g, ind) 01903 213131

Incognito Comic Shop, 1-2 The Friars, Canterbury, Kent CT1 2AS. Mon-Fri 10-5.30; Sat 9-5.30; Sun 11-4 (imp, back, ind, merch, STO, film/TV) tel/fax: 01227 785898

Incognito Comic Shop, 21 Union Street, Maidstone, Kent ME14 1EB. Mon-Fri 10-5.30; Sat 9-5.30 (imp, back, merch, ind, STO, film/TV) tel/fax: 01622 683642

Into the Void, 324-325 Chartwell North, Top Floor, Victoria Plaza, Southend-on-Sea, Essex SS2 5SR. Mon-Sat 9.30-5.30 (imp, back, merch, ind, u/g, STO) 01702 613021

Into the Void, 82 Upper Thames Walk, Bluewater, Kent DA9 9SR. Mon-Fri 10-9; Sat 9-8; Sun 11-5 (imp, back, merch, RPG, CCG, STO) 01322 427660

Into the Void, 626-627 Pavillion, Lakeside Shopping Centre, West Thurrock, Essex RM20 2ZN. Mon-Fri 10-7.30; Sat 9-7.30; Sun 11-5 (imp, back, merch, RPG, CCG, STO) 01708 862675

Off World: The Sci-Fi Store, Unit 20, Romford Shopping Halls, Market Place, Essex RM1 3AT Mon-Sat 9.30-5 (merch, s-p, imp, STO, CCG, Star Trek/Wars, sci-fi collectables) 01708 765633

Phoenix Fantasy, 9 Market Street, Margate, Kent CT9 1EU. Mon-Sat 10-6 (imp, back, merch, ind, STO, RPG, CCG) 01843 224768

Slough Computers, 50 Village Shopping Centre, Slough, Berkshire SL1 1HP. Mon-Sat 9.30-5.30 (imp, ind, STO, cards, second hand computer games) 01753 521594

Whatever Comics, 2 Burgate Lane, Canterbury, Kent CT1 2HH. Mon-Sat 10-5.30 (imp, back, s-p, merch, ind, u/g, STO, model kits) 01227 453226

Whatever Comics, 5 Middle Row, High Street, Maidstone, Kent ME14 1TF. Mon-Sat 10-5.30 (imp, back, s-p, merch, ind, u/g, STO, model kits) 01622 681041

Midlands

Abstract Sprocket, 29 St Benedicts Street, Norwich, Norfolk NR2 4PF. Mon-Sat 10-5 (imp, back, ind, s-p, merch, u/g, STO) 01603 624410

Another World, 42/43 Main Centre (opp Wilkinsons) Derby. Mon-Sat 9-5.30 (imp, back, ind, merch, STO, RPG, rock/TV/film memorabilia, computer games) 01332 206606

Another World, 23 Silver Street, Leicester LE1 5EU. Mon-Sat 9-5.30 (imp, back, ind, merch, foreign, u/g, STO, RPG, alchemy metalware, rock memorabilia) 0116 2515266

Another World, 11 Market Street, Nottingham. Mon-Sat 10-5.30 (imp, back, s-p, merch, ind, foreign, u/g, STO, RPG, rock memorabilia, alchemy metalware) 0115 9484122

Another World, 52 Stafford Street, Hanley, Stoke-on-Trent ST1 1JB. Mon-Sat 9-5.30 (imp, back, s-p, merch, ind, u/g, STO, RPG, rock memorabilia, alchemy metalware) 01782 279294 (fax: 202381)

Another World, 23 Victoria Street, Wolverhampton WV1 3NP. Mon-Sat 10-5.30 (imp, back, s-p, merch, ind, u/g, STO, RPG, rock memorabilia, alchemy metalware) 01902 717440

Comic Box, Unit 3, Antiques Craft and Collectors Market, Salop Street, Wolverhampton. Tues-Wed/Fri 9-4; Sat 9-5 (imp, back, merch, ind, model/resin kits, sci-fi/horror) 01384 835489 or 07808 044754

Comic Legends, The Antiques Centre, 60 Ely Street, Stratford-Upon-Avon, Warwickshire CV37 6LN. Mon-Fri 11-5; Sat 10-5; Sun 11-4 (imp, back, merch, STO, RPG, CCG, toys, models, sci-fi/horror) 01789 263349

Forbidden Planet, Unit 542, Bull Ring Centre, Birmingham B5 4PX. Mon-Sat 9.30-6; (Thurs until 7). (imp, back, merch, ind, STO, film/TV sci-fi/horror books; CCG, RPG) 0121 643 77273/fax: 643 2202

Forbidden Planet, 31 Cross Cheaping, Coventry CV1 1HF. Mon-Sat 9.30-6 (Thurs until 7) (imp, back, merch, ind, u/g, STO, film/TV, sci-fi/horror books, CCG, RPG) 024 76229672

Forbidden Planet (FPS), 129 Middle Walk, Broadmarsh Centre, Nottingham NG1 7LN. Mon-Sat 9-6 (imp, back, s-p, merch, ind, u/g, film/TV, videos, STO) 0115 958 4706

Forbidden Planet Superstore, 38 Priory Queensway, Birmingham B4 7LA. Mon-Sat 9.30-5.30; (Thurs-Fri to 6) (imp, back, merch, ind, STO, RPG, CCG, action figures, books, clothing, games, gn, mags, model kits, toys, videos) 0121 236 3026

Ground Zero, 9 Toothill Lane, Mansfield, Notts NG18 1NJ. Mon-Sat 9-5 (imp, back, merch, STO, CCG, toys, comic supplies) 01623 622017

Nostalgia & Comics (FPS), 14-16 Smallbrook, Queensway, Birmingham. Mon-Thurs 9.15-5.45; Fri-Sat 9.15-6 (imp, back, merch, ind, s-p, u/g, STO) 0121 643 0143

Page 45, 9 Market Street, Nottingham NG1 6HY. Mon-Sat 9-6. (imp, back, s-p, ind, gn, u/g, merch specialists, STO, manga) 0115 9508045

Phoenix Comix, 29 Abington Square, Northampton NN1 4AE. Mon-Sat 9.30-5 (imp, back, merch, ind, STO, RPG, CCG, action figures) 01604 602311

Sci-Fi Unlimited, 4 Clair Court, Lime Street, Bedford MK40 1NH. Mon-Sat 10-5.30 (imp, back, merch, STO, RPG, CCG, action figures, videos) 01234 218984

Time Zone, 31 Castle St, Shrewsbury, Shropshire SY1 2BW. Mon-Sat 9.30-5.30 (imp, back, merch, ind, STO, CCG) 01743 365192

North West

NEW **All-American**, 102 Newport Street, Bolton BL3 6AB. Mon-Sat 10-6 (imp, back, merch, STO, gn, Star Wars, Wrestling, action figures, Silver Age, videos, records, CDs, magazines) 01204 366553

Alpha Omega Comics, 33-35 Library Street, Wigan, Lancs WN1 1NN. Mon-Sat 9.30-5 (imp, back, merch, STO, videos) 07808 547722

Forbidden Planet, 92 Bold Street, Liverpool L1 4HY. Mon-Sat 9.30-5.30 (Thurs until 7) (imp, back, merch, ind, u/g, STO, film/TV, sci-fi/horror books, RPG, CCG) 0151 707 1491

Forbidden Planet Megastore (FPS), 65 Oldham Street, Piccadilly, Manchester M1 1JR. Mon-Sat 9.30-5.30 (2 floors; imp, back, merch, STO, RPG, CCG, books, toys, film/TV tie-ins, manga) 0161 839 4777

Imagination Station, 16 Botchergate, Carlisle, Cumbria CA1 1QS. Mon-Sat 9.30-5 (imp, back, merch, ind, STO)

The Last Picture Show, 52-53 Festival Village, Trafford Centre, Manchester M17 8FS. Mon-Fri 10-9; Sat 9-7; Sun 11-6 (imp, back, merch, ind, STO, RPG, CCG, film/TV, rock memorabilia) 0161 747 4177

Metropolis Collectables, Unit 11-12 (basement) Jaxons Court, off Hallgate, Wigan. Mon-Sat 10-5 (imp, back, ind, merch, Doctor Who specialist, Star Wars/Trek, videos, toys, gn, CCG, games) 07990 808060

Millennium Comics, 4 Church Road, Northwich, Cheshire CW9 5NT. Mon-Tues 10-5; Wed closed; Thurs-Fri 10-5.30; Sat 9-5 (imp, back, s-p, merch, STO, RPG, action figures, toys) tel/fax: 01606 49255

Thunderbooks, 332 Lytham Road, Blackpool FY4 1DW. 10-5.30 Mon, Tues, Thurs-Sat (Sun June-Oct inc); Wed 1-3.30 (imp, back, merch, ind, STO, media collectors' items) 01253 348321 (fax: 407813)

Thunderbooks II, 116 Friargate, Preston, PR1 9EE. Mon-Sat 10-5.30 (imp, back, merch, s-p, ind, STO, RPG) 01772 204287

Time Tunnel, 13 Earle Street, Crewe, Cheshire CW1 2BS. Mon and Wed-Sat 9.30-6 (imp, back, TV/film memorabilia, action figures, merch, STO, videos, model kits) 01270 215496

Worlds Apart, 58-60 Lime Street (city centre), Liverpool. Mon-Sat 10-6 (Fri 10-7) (imp, back, ind, merch, STO, film magazines) 0151 707 0839

North East

Books N' Comics, Unit 15, Forbes Building, Linthorpe Road, Middlesbrough, Cleveland TS1 4AW. Mon-Sat 10-5.30 (imp, back, s-p, merch, ind, STO, fantasy/film magazines, Doctor Who, Star Trek) 01642 249143

Forbidden Planet (FPS), 30 Eastgate, The Headrow, Leeds LS2 7JL. Mon-Sat 9.30-5.30 (imp, back, merch, LF film books, media/TV/film magazines, posters, toys, kits, trading cards, badges, stills, Star Trek, Doctor Who) 0113 242 6325

Forbidden Planet, 59 Grainger Street, Newcastle NE1 5JE. Mon-Sat 10-6 (imp, back, merch, ind, u/g, STO, film/TV magazines, fantasy/sci-fi books, videos) 0191 261 9173

Forbidden Planet (FPS), 12 Matilda, off the Moor, Sheffield, Yorkshire. Mon-Fri 10-6; Sat 9.15- 5.30 (imp, back, s-p, merch, ind, u/g, original art, model kits, sci-fi/fantasy books, horror magazines, newspaper strip books) 0114 276 9475

Galaxy 4, 493 Glossop Rd, Broomhill, Sheffield S10 2QE. Mon-Sat 10-5 (imp, back, s-p, merch, ind, STO, Doctor Who/Star Wars specialists, TV, paperbacks) · 0114 268 4976

The Last Picture Show, 38-39 The Lanes, The Oasis, Meadowhall Centre, Sheffield S9 1EP. Mon-Thurs 10-8; Fri 10-9; Sat 9-7, Sun 11-5 (imp, back, merch, ind, STO, RPG, CCG, film/TV and rock memorabilia) 0114 256 9604 (fax: 255 3399)

Off-World Comics, 200 Park View, Whitley Bay, Tyne & Wear NE26 3QP. Mon, Tues, Thurs 10-5.30 (closed Wed); Fri 10-6; Sat 10-5.30 (imp, back, merch, ind, STO, CCG) 0191 251 2288

Resurrection Comics & Games, 22 Redcar Road, Guisborough, Cleveland TS14 6DB. Wed-Sat 12-7; Sun 12-6 (imp, back, merch, gn, ind, STO, RPG) 01287 207100

Sheffield Space Centre, 33 The Wicker, Sheffield. Mon-Sat 10-5 (Wed closed) (imp, back, s-p, merch, ind, STO, Star Trek) 0114 275 8905

Star Rider, 128 Victoria Street, Grimsby. DN31 1NT. Mon-Sat 10-5 (imp, back, merch, STO, CCG, action figures, DVD/TV/film 01472 354 590

Star Store, 66-68 Cambridge Street, Sheffield S1 4HP. Mon-Sat 9.30-5.30 (imp, back, merch, ind, RPG, CCG, film/TV/rock, STO) 0114 273 0066

Travelling Man, Unit 8/9 The Corn Exchange, Call Lane, Leeds LS1 7BR. Mon-Thurs 10-5.30, Fri-Sat 9-5.30, Sun 11-5 (imp, back, merch, ind, STO, RPG, CCG) 0113 242 7227

Travelling Man, 54 Goodramgate, York YO1 2LF. Mon-Sat 10-5.30 (imp, back, merch, ind, STO, RPG, CCG) 01904 628787

The Twilight Zone, 69 Godwin Street, Bradford, Yorks. Mon-Sat 10.30-5.30 (imp, back, ind, STO) 01274 745567

West Country

American Dream Comics, 72 Walcot Street, Bath BA1 5BD. Mon-Fri 10-5, Sat 10-5.30 (imp, back, s-p, merch, ind, STO, original art, u/g, hobby kits, CDs) 01225 424881

Area 51, 143 Gloucester Road, Bristol. Mon-Sat 10-5.30 (imp, back, ind, merch, STO, RPG, u/g, original art) 0117 924 4655

Automattic Comics, Unit 2, 17 Pickwick Road, Corsham SN13 9BQ. Mon-Tues 12-5, (Wed closed), Thurs-Sat 10-6 (imp, back, s-p, merch, ind, u/g, STO) 01249 701647

Forbidden Planet, 30 Penn Street, Bristol BS1 3AS Mon-Fri 9.30-5 30 (Thurs until 7), Sat 9.30-6 (imp, back, s-p, merch, ind, u/g, film/TV magazines, STO, subculture, body art) 0117 929 8692

Forbidden Planet (FPS), Leigh Delamere Granada Services, M4 Eastbound, Wiltshire SN14 6LB. Mon-Sun 8-8 (merch, video, fantasy film/TV, gn) 01666 837 712

Forbidden Planet (FPS), Reading Granada Services M4 Eastbound, Reading RG30 3QU. Mon-Sun 8-8 (merch, video, fantasy film/TV, gn) 01118 951 2475

Forbidden Planet, 43-45 East Street, Southampton SO14 3HN. Mon-Fri 9.30 -5.30 (Thurs until 6), Sat 9.30-6 (imp, ind, back, s-p, merch, u/g, video, film/TV, STO) 023 80230991(fax: 230996)

Heroes for Sale, 11 Grosvenor Terrace, Cheltenham, Gloucs GL52 2SA. Mon-Fri 9.30-5.30; Sat 9.30-6 (imp, back, merch, action figures, STO, RPG, CCG, movie props) 01242 269452

Ian's Books & Comics, 195a Albert Road, Southsea, Portsmouth PO4 0JP (next to tesco) Mon-Tues & Thurs-Fri 10.30-5 15 (Wed closed) Sat 10-5.15 (imp, back, s-p, STO, toys, trade paperbacks, supplies 023 92422731

Into the Void, 11 Rodbourne Rd, Swindon, Wilts SN2 2AG. Mon-Sat 9-5 (imp, back, merch, STO, CCG) 01793 434363

Kathies Comics, 20 Market Avenue, Plymouth, PL1 1PH Mon-Fri 9 30-5 30; Sat 9-5 30 (imp, back, s-p, merch, ind, STO) 01752 257800

Paradox Comics, 30 Hill St, Poole, Dorset BH15 1NR Mon-Fri 10.30-5; Sat 10-5 (imp, back, ind, merch, STO, gn, videos) 01202 661346

Purple Haze, 38 Eastlake Walk, Drakes Circus Shopping Centre, Plymouth, Devon PL1 1BX. Mon-Fri 10-5.30, Sat 9-5.30 (imp, back, ind, u/g, STO, magazines, merch, film, TV, sci-fi/horror/genre books, videos, Star Trek/Wars, cassettes/CDs) 01752 254136

Wonderworld, 1 Lansdowne Crescent, Bournemouth, Dorset BH1 1RU. Tues-Sat 10-6 (imp, back, merch, ind, Star Trek/Wars, STO) 01202 293054

Wales

Cardiff Fantasy Centre, 1st Floor, Jacobs Market, West Canal Wharf, Cardiff. Sat 9.30-4.30 (imp, back, STO; established for over 20 years) 029 206 58184 (eve)

Comix Shoppe, 13 Shoppers Walk, Swansea SA1 3AY. Mon-Fri 10-5, Sat 10-5.30 (imp, back, merch, ind, u/g, STO, RPG, anime, Games Workshop, CCG) 01792 642097

Forbidden Planet (FPS), 5 Duke Streets, Cardiff. Mon-Sat 10-5.30 (imp, ind, back, merch, u/g, STO, sci-fi/fantasy/horror books, Star Trek/Wars) 029 202 28885

Journey into Mystery Stall 237, 1st Floor, Cardiff Central Market, City Centre. Tues-Fri 11-5; Sat 10.30-5.15 (back, STO, established for 12 years) 07974 054880

Negative Zone, Provision Market Gallery, High Street, Newport, Gwent NP9 1DD. Mon-Sat 9.30-5 (imp, back, s-p, ind, gn, STO; established for 11 years) 01633 222159

Scotland

A1 Books & Comics, 31-35 Parnie Street, Glasgow G1 5RJ. Mon-Wed 9.30-5.30; Thurs-Sat 9.30-6; Sun 12-5 (imp, back, s-p, merch, ind, u/g, STO) 0141 552 6692

A1 Comics West End, 635 Great Western Road, Glasgow G12. Mon-Sat 10-6; Sun 12-5 (imp, back, merch, ind, STO) 0141 357 6944

Asylum Books & Games, 29 Adelphi, Aberdeen AB11 5B2. Mon-Sat 10-6 (Mon/Thurs to 8); Sun 12-5 (imp, back, STO, new/2nd hand RPG, books, minia-tures, CCG, original art) 01224 574637

Black Hole Comic Shop, Unit 3, 5 Victoria Road, Dundee DD1 1ER Mon-Thurs 10-5; Fri-Sat 10-5.30 (imp, back, ind, STO, second hand records, CDs, videos) 01382 221037

City Centre Comics, 168 Buchanan Street, Glasgow G1 2LW Mon-Wed 10-5.30; Thurs-Fri 10-6; Sat 10-5.30; Sun 12-5 (back) 0141 331 1215 (eves: 632 2786)

Forbidden Planet (FPS), 40-41 South Bridge, Edinburgh EH1 1LL. Mon-Wed 10-5.30, Thurs 10-6.30; Fri-Sat 10-5.30 Sun 12-5. (imp, s-p, merch, ind, foreign, STO) 0131 558 8226

Forbidden Planet (FPS), 168 Buchanan Street, Glasgow G1 2LW. Mon-Sat 10-5.30, Sun 12-5 (imp, back, s-p, ind, merch, u/g, STO) 0141 331 1215

Future Shock, 89 Byres Road, Glasgow G11 5HN. Mon-Sat 10-6; Sun 12-5.30 (imp, back, merch, ind, STO, import/old sci-fi paperbacks specialist) 0141 339 8184

Justice Comics, Unit 36, The Arcade, Stirling, Fife FK8 1AX. Mon-Sat 10-5 (imp, back, ind, STO, merch) 01786 447687

Plan 9, 9 Rosemount Viaduct, Aberdeen AB1 1NE Mon-Sat 9.30-5.30 (Thurs until 7.30), Sun 1-4.30. (imp, back, Star Trek/Wars, ind, RPG & war game specialist, kits, MTG, STO, magick/tarot) 01224 624467

Northern Ireland

Talisman Comics, 47 Winetavern Street, Belfast BT1 1JQ Mon-Sat 9.30-5.30 (imp, back, merch, ind, u/g, STO) 028 90438744

Retail Index: USA

When telephoning from outside the USA, include the bracketed 00. Out-of-town US calls begin with the 1 prefix only. The following is a fraction of the estimated 3,000+ US comics stores.

Alabama

Optic Nerve, 1930 12th Avenue South, Birmingham AL 35205 (film, newsstand, ind) (00)1 205 933 2787

Alaska

Bosco's in Spenard, 2606 Spenard Rd, Anchorage 99503. Mon-Sat 11-8, Sun 12-6 (new, back, CCG, RPG, cards, anime, merch, pop culture, costumes) (00) 1 907 274 4112 (fax: 4117)

Bosco's Diamond Centre, 800 East Diamond Boulevard, Anchorage 99577. Mon-Fri 10-9; Sat 10-6; Sun 12-5 (new, back, CCG, RPG, cards, anime, chess, GW, Star Wars/Trek) tel/fax: (00) 1 907 344 3963

Bosco's in Eagle River, 11432 Business Boulevard, Eagle River. Mon-Sat 12-8, Sun 12-5 (new, back, CCG, RPG, cards, sci-fi, posters) tel/fax: (00) 1 907 696 5166

Arizona

Lost Dutchman, 747 West Camelback Road, Phoenix, AZ 85013. Mon-Sun 10-7. (new, back inc 50,000+ Silver Age)tel/fax: (00)1 619 278 0371

California

Comickaze, 5525 Clairemont Mesa Boulevard, San Diego, CA 62117-2342. Mon-Fri 11-7; Sat 11-6; Sun 12-6 (new, back, CCG, video, merch) (00)1 858 278 0371

Comix Experience, 305 Divisadero Street, San Francisco, CA 94117. Mon-Sat 11-7; Sun 12-5 (new, back) (00)1 415 863 9258 (fax: 9299)

Flying Colors Comics, 2980 Treat Boulevard, Concord, CA 94518. Mon-Sat 11-7 (Fri until 8); Sun 12-6 (new, back, ind, cards, merch) (00)1 510 825 5410 (fax: 5412)

Lee's Comics, Inc., 3783 El Camino Real, Palo Alto, CA 94306. Mon-Sun 11-9 (new, back ('30s to date), anime, manga, s-p, adult, merch) (00)1 650 493 3957

Lee's Comics, Inc., 2222 S El Camino Real, San Mateo, CA 94402 Mon-Sun 11-8, (Wed until 9) (new, back ('30s to date), anime, manga, adult, s-p, merch)(00)1 650 571 1489

Stand-Up Comics, 10020 San Pablo Avenue, El Cerrito, CA 94530. Mon-Fri 11-7; Sat-Sun 11-6 (new, back, sport/non-sport cards, anime, CCG, merch) tel/fax: (00)1 510 525 3344

Third Planet, 3822 Sepulveda Boulevard, Torrance, CA 90505. Sun-Thur 11-8; Fri + Sat 11-9 (new, ind, back, CCG, RPG, Games Workshop, sci-fi/fantasy books, videos, anime, merch)(00)1 310 791 6227 (fax: 6230)

Hawaii

Gecko Books & Comics, 3613 Waialae Ave, Honolulu, 96816. Mon-Sun 9-9 (new, back, cards, toys, merch, games)(00)1 808 732 1292 (fax: 2188)

Illinois

Comic Kingdom, 5941 West Irving Park Road, Chicago, IL 60634. (new, back; Over 100,000 from 1938 to date) (00)1 773 545 2231

Louisiana

Comic Cosmos, 343 West Esplanade Avenue, Kenner, LA 70065 Mon-Thur 11.30-7, Fri-Sat 11-7.30, Sun 12-5 (new, back, cards, CCG, toys, anime) (00)1 504 286 0039

Crescent City Comics & Cards, 6111 Elysian Fields, New Orleans, LA 70122. Mon-Sat 11-7, Sun 12-6 (new, back, cards, CCG, RPG, anime) (00)1 504 286 0039

More Fun Comics, 8200 Oak Street, New Orleans, LA 70118. Tues-Sat 11-7, Sun-Mon 12-6 (new, back, cards, CCG, merch, toys, new music, second hand CDs) (00)1 504 865 1800

Maine

Casablanca Comics, 151 Middle St, Portland, ME 04101. Mon-Sat 10-9, Sun 12-7 (new, back, cards, CCG, RPG, merch, artwork, Games Workshop; US distribution for 1000 Editions Manga Art Prints) (00)1 207 780 1676

Casablanca Comics, 778 Roosevelt Trail, Windham, ME 04062. Mon-Fri 11-7, Sat 10-6, Sun 12-5 (new, back, cards, CCG, RPG, merch, art, Games Workshop) (00)1 207 892 0056

Massachusetts

Comicopia, 464 Commonwealth Ave, Boston, Massachusetts 02215. Sun-Tues 12-6, Wed 10-8, Thur-Fri 11-7 (new, merch, CCG, White Wolf, manga, trade paperbacks)(00)1 617 266 4266

New York State

Earthworld Comics, 327 Central Ave, Albany, NY 12206 Mon-Wed 11-6; Thur-Fri 11-7, Sat 11-6, Sun 12-5 (new, back, ind, manga/anime, sport/non-sport cards, merch) (00)1 518 465 5495

Forbidden Planet (FPS associate), 840 Broadway (at 13th Street), NY 10003. Mon-Sat 10-10; Sun 12-10 (new, ind, back, RPG, merch, fantasy film/TV books) (00)1 212 473 1576

Jim Hanley's Universe Ltd, 4 W 33rd Street (opposite Empire State Building), NY 10001. Mon-Sat 9am-11pm; Sun 10-9. (Everything to do with comics) (00)1 212 268 7088

Jim Hanley's Universe Ltd, 325 New Dorp Lane, Staten Island, NY 10306 Mon-Sun; 12-9 (Everything to do with comics) (00)1 718 351 6299

Ohio

The Laughing Ogre, 4258 North High St, Columbus, Ohio 43214 Mon-Sat 10-9; Sun 12-5 (new, back, cards, merch)(00)1 614 267 6473 (fax: 2855)

Oklahoma

Time Warp, 588 S. E. Washington St Bartlesville, OK 74006 (new, back, cards, second hand videogames, CDs, sci-fi/fantasy books) (00)1 918 335 3373

Pennsylvania

Comic Castle, 17 W Fourth Street, Williamsport, PA 17703 Mon-Sun 10-9 (new, back, Silver and Golden Age specialists) (00)1 717 322 8763 (fax 8764)

Golden Eagle, Berkshire Square, 1159 Berkshire Boulevard, Wyoming, PA 19610 (new, back, games, CCG, cards, Star Wars/Trek, autograph collectibles) (00)1 610 376 8255

Golden Eagle, Fairgrounds Square Mall, Reading, PA 19605 (new, back, games, CCG, trading cards, Star Wars/Trek, autographs)(00)1 610 921 3160

Tennessee

Collector's World, 1511 East Main Street, Murfreesboro TN 37130 Open 7 days a week (new, back, CCG, merch, cards, CDs) (00)1 615 895 1120

Collector's World, Hickory Plaza S/C, 5751 Nolensville Rd, Nashville, TN 37211. Open all week (new, back, CCG, merch, cards, CDs)(00)1 615 895 1120

Collector's World, 10820 Kingston Park #10, Knoxville, TN 37922 Open 7 days a week (new, back, CCG, merch, cards, CDs) (00)1 423 675 6830

Collector's World, 4006 Granny White Park, Nashville TN 37204 (new, back, CCG, merch, trading cards, CDs) (00)1 615 385 8136

Texas

Cliff's Comics, 2205 West Berry St Fort Worth, TX 76110 (new, back, cards, merch) (00)1 817 927 7172

Collectible Heroes, 502 W Calton Road #307, Laredo, TX 78041. Mon-Wed 2-7 30; Thurs-Sat 11.30-7.30 (new, back, sports cards/non-sports cards, merch) (00)1 956 791 8428

Dragon's Lair Comics & Fantasy, 616 W 34th Street. Austin, TX 78705 (new, back, games, anime, miniatures, supplies) (00)1 512 454 2399

Virginia

Thore Comics, 3514 Oaklawn Blvd. Hopewell, VA 23860 Mon-Sat 11-7, (new, back; Silver Age specialists, sci-fi, M:TG, NFL cards, 50s-70s rock albums) (00)1 804 458 9561

Trilogy Shop, 700 East Little Creek Rd, Norfolk, VA 23518 Mon-Fri 11-7, Sat 10-7, Sun 12-6 (new, back, fanzines, anime videos, Star Trek/Wars, merch)(00)1 757 587 2540 (fax 5637)

Direct Market Retailers:

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Cheques and international money orders should be made payable to Comics International. Alternatively, payment can be made by credit card, fax: 0(11 44) 20 8883 0302 or e-mail: Comics@Quality.win-uk.net

The letters **(FPS)** after various entries indicates that the company is part of **Forbidden Planet (Scotland) Ltd**

Retailers: International

Australia

Arcadia Unbound, 267 Forest Road, Hurstville, NSW 2220. Mon-Wed & Fri 10.30-7, Thurs 10.30-8, Sat 10-4, Sun 12-3 (US imp, back, manga, merch, CCG, sci-fi/fantasy books/magazines, kits and supplies) (0061) 2 9585 1489

Books & Bounties/Comics Haven, 157a Charters Towers Rd, Hermit Park, Townsville, Queensland 4812. Mon-Fri 9-6, Sat 9-4 (imp, back, manga, gn, merch, RPG, CCG)(0061) 7 4779 2408

Fan Attic, 1st Floor, 91 Elizabeth St, Brisbane, Queensland 4002. Mon-Sun 9.30-5.30 (rare toys, Star Wars, sci-fi collectibles) (0061) 7 3221 1420

Kinda Lotsa Comics and Stuff, Shop 4, 503-511 King Street, Newtown, Sydney, New South Wales. Mon-Sat 10.30-7.30 (US back, toys, merch, non-sport cards) (0061) 2 9565 1054

Known Space Books, 1st Floor, 108 Gawler Place, Adelaide, SA 5000. Wed-Sat 12-6 (US/UK back, 2000AD specialist, sci-fi books) (0061) 8 8223 4304

Phantom Zone, 23 Anderson Street, Chatswood, New South Wales 2067. Mon-Fri 9-6, Sat-Sun 9-4 (imp, back, books, merch, manga, RPG, action figures, models) (0061) 2 9411 3709

Phantom Zone, 198 Mann Street, Gosford, NSW 2250. Mon-Fri 9-6, Sat-Sun 9-4. (imp, back, merch, manga, RPG) (0061) 2 43 25 4599

Phantom Zone, 207 George Street, Liverpool, NSW. Mon-Fri 9-6, Sat-Sun 9-4. (imp, back, merch, manga, RPG, action figures) (0061) 2 9601 2622

Phantom Zone, 285 Hunter Street, Newcastle, New South Wales. 2300. Mon-Fri 9-6, Sat-Sun 9-4. (imp, back, books, merch, manga, RPG, action figures, models) (0061) 2 4929 5717

Phantom Zone, 101a Argyle Street, Parramatta, New South Wales 2150 Mon-Fri 9-6, Sat-Sun 9-4 (imp, back, books, merch, manga, RPG, action figures, models) (0061) 2 9891 1848

Phantom Zone, 268 Crown St, Wollongong, NSW. 2500. Mon-Fri 9-6, Sat-Sun 9-4 (imp, back, gn, merch, manga, RPG, models) (0061) 2 4228 7393

Austria

Comic Treff, Getreidemarkt 2-4, 1010 Vienna Mon-Fri 10-7, Sat 10-1 (US imp, back, manga, gn, CCG, foreign, cards) (0043) 11 586 76 27

Belgium

Forbidden Zone, 25 Rue de Tamines, 1060 Brussels. (3 floors; imp, back, merch, US/French, STO, toys) (0032 2) 534 63 67 (fax 538 24 52)

Canada

Connection MD, 1539 Van Horne Ave Montreal, Quebec H2V 1L4 Mon-Sat 11-6 (new, merch, back, videos, CCG, cards, toys) (00)1 514 948 2627

Little Shop of Heroes, 160 Wallace Avenue, S Listowel, Ontario N4W 1X9 (all sorts of cards) (00)1 519 291 2281

Silver Snail, 2374 Yonge St, Toronto (new, back, merch)(00)1 416 481 4152

France

Album, 67 boulevard St Germain, 75005 Paris. Mon-Sat 10-8; Sun 12-7 (imp, back, gn) (0033) 53 10 00 60

Album, 6 rue Dante, 75005 Paris. Mon-Sat 10-8; Sun 12-7 (imp, back, gn) (0033) 43 54 67 09

Alpha Omega, 25 rue de la Clef, 59800 Lille. Mon-Sat 10-12.30/2.30-7.30 (imp, back, French, RPG, cards, gaming: L5R, Star Wars/Trek, Bab 5, Highlander, Mythos, Vampire, Doomtown, Tomb Raider, wants lists) (0033) 320 319 375 (fax 559 054)

Astro City, 22 rue Masurel, 59800 Lille. Mon 3-7.30; Tue-Sat 10-12.30, 2-7.30 (imp, manga, toys, cards, merch, kits, UK/French titles) (0033) 320 55 1010 (fax 2838)

Impact Comics, 64 rue Condorcet, 75009 Paris. Mon-Sat 11-7.30 (imp, back, toys, trading cards, model kits, CCG) (0033) 42 80 30 10

L'Antre des Dragons, 56 rue de Loup, 33000 Bordeaux. Mon-Sat 10-1 & 2-7 (US imp, manga, gn, RPG, CCG, trading cards, merch, video)(0033) 55 65 17378

Les Nageurs de Sable, 14 rue Courte-line, 37058 Tours. Mon-Sat 11-1/2-7 (imp, back, cards, merch, manga, video, film/TV) (0033) 2 47 39 52 40

Pulps, 14 bld Morland, 75004 Paris. Mon-Sat 11-7 (imp, back, cards, toys, RPG) (0033) 1 42 72 55 25

Germany

Black Dog Comics, Rodenberg Strasse 9, 10439 Berlin. Mon-Fri 11-6.30, Sat 11-2 (US imp, back, gn, trading cards) (0049) 30 4473 6486

Grober Unfug, Zossenerstrasse 32-33, 10961 Berlin. Mon-Sat 11-7 (US imp, back, manga, gn, CCG, merch, trading cards) (0049) 30 6940 1490

Greece

Metropolis Comics, 94 Metropoleos St, 54622 Thessaloniki. Mon-Sat 10.30-3.30/7.30-11.30 (US imp, back, manga, gn, RPG, CCG, trading cards, merch, foreign) (0030) 3 193 7775

Solaris, 6 Botasi Str, 10682, Athens. Mon/Wed/Sat 9-3.30, Tue/Thu/Fri 9-2.30/5-8.30 (US imp, back, manga, gn, tr/cards, merch) (0030) 1 384 1065

Holland

Henk Lie's Comics & Manga Store, Zeeduk 104, 1012BB Amsterdam. Mon-Sat 11-6; Sun 11-9 (US comics, manga, cards, toys, merch, CCG, sci-fi) (0031) 20 421 3688 (fax 427 5422)

Hungary

Troll Kepregenyta'r, Terez Krt 13, Budapest 1067. Mon-Fri 10-6, Sat 10-1(US imp, manga, gn, RPG, CCG, trading cards, merch) (0036) 1 322 6026

Irish Republic

Forbidden Planet (FPS), 5 Crompton Quays, Dublin 2 Mon-Sat 10-6 (Thurs 10-7); Sun 12-5 (imp, back, ind, merch, u/g, UK, gn, STO) (0035) 3167 10688

Italy

Avalon, via Battisti 9/b, Bologna. Mon 3-7, Tue-Sat 10.30-1/2-7.30 (US imp, back, manga, gn, RPG, CCG, trading cards, merch) (0039) 051 234459

Avalon, via Pedriali 21, Forli. Mon 3-7, Tue-Sat 10-1/2-7 (US imp, back, manga, gn, RPG, CCG, trading cards, merch) (0039) 0543 33523

Avalon, via Settembrini 20, Milan. Mon 3.30-7.30, Tue-Sat 11-7.30 (US imp, back, manga, gn, RPG, CCG, trading cards, merch) (0039) 022 9400410

Avalon, via Foscolo 3, Padova. Mon 3-7, Tue-Sat 10-1/2-7. (US imp, back, manga, gn, RPG, CCG, trading cards, merch) (0039) 049 658290

Avalon, via Bissolati 68, Rome. Mon 3-7, Tue-Sat 10-1/2-7 (US imp, back, manga, gn, CCG, trading cards, merch)

Avalon, via Magenta 0, Torino. Mon 3.30-7, Tue-Sat 10.30-1, 2-7.30 (US imp, back, manga, gn, RPG, CCG, merch, trading cards) (0039) 011 5617252

Il Marchio Giallo, via Deghi Scipioni 116, Rome. Tue-Sat 10.30-1/2-7.30 (US imp, back, European, manga, merch, kits) (0039) 06 361 40 60

La Borsa del Fumetto, via Lecco 16, 20124 Milano. (US imp, back, European and manga, RPG, CCG, trading cards) (0039) 11 5617252

Malaysia

The Mind Shop, Starhill Shopping Centre, Jalang Bukit Bintag, Kuala Lumpur. Mon-Sat 11-10 (US, toys, videos, CCG, RPG, merch) (00603) 241 8871

The Mind Shop, S 58 Bandar Utama, Petaling Jaya. Mon-Sat 11-10 (US, toys, videos, CCG, RPG, merch) (00603) 719 8246

The Mind Shop, Jin SS21/39, Petaling Jaya. Mon-Sat 11-10 (US, toys, videos, CCG, RPG, merch) (00603) 717 6602

Portugal

BdMania/Chiado, Rua das Flores 67-71 R/C, 1200 Lisboa. Mon-Sat 11-7.30 (US imp, back, manga, CCG, merch, toys, sci-fi, video)(00351) 1 346 1207

BdMania/Olivais, Bedeteca de Lisboa, Palacio de Contador-Mor, Rua Cidade de Lobito, 1800 Lisboa. Mon-Sat 11-7 (US imp, back, gn, manga, CCG, toys, merch, sci-fi)

BdMania/Boavista, Centro Comercial Brasilia, Loja 203, Rua Luis Veaga Lertao 98-120, 6050 Porto. Mon-Sat 11-11 (US imp, back, gn, manga, CCG, toys, merch, sci-fi) (00351) 2 609 1460 (fax 2 953 8532)

South Africa

Euroniag, Shop 79A, East Rand Mall, Boksburg, Johannesburg. Mon-Sun 9-10 (US imp, back, manga, gn, CCG, cards, merch) (0027) 11 896 3773

Zed Bree's Comic Universe, Mediterranean Building, 24 Tenth Ave, Edenvale 1610 Gauteng. 9.30-6 (imp, manga, trading cards, merch, gn, CCG) 002711 453 4215 (fax 453 4459)

Spain

Gigamesh, RDA San Pedro 53, 08010 Barcelona. Mon-Sat 10-1.30/4 30-8 (US imp, gn, manga, RPG, CCG, merch) (0034) 3 246 6359

Sweden

Comics Heaven, Stora Nygatan 23, 11127 Stockholm. Mon-Fri 10-6.30, Sat 11-6, Sun 12-4 (US imp, US back, gn, merch) (0046) 8 202516

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International Festivals

A listing of the world's major comics festivals and conventions. For further information, call the organisers on the phone, fax or e-mail numbers provided. To view updates, contact them on their websites. Organisers' estimates of their previous year's attendance is given in brackets.

July 20-21: Canada

ANIMECAP CONVENTION (A.C.C), Toronto. (First). Organisers: AnimeCap Convention, 2-848 Burnhamthorpe Rd North, PO Box 12008, Mississauga ON L5C 2SO. Website: http://www.geocites.com/cap_con

July 20-23: United States

COMIC-CON INTERNATIONAL '00, San Diego California. (1999 est: 40,000). Organisers: Comic-Con International, PO Box 128458, San Diego, CA 92112-8458. Tel: 001 619 491 2475. Fax: 001 619 544 0743 Website: www.comic-con.org

July: Germany

COMIC SPLASH, Berlin. (Previous: unknown) Organisers: Jochen Enterprises, Mockernstrasse 78, 10965 Berlin, Germany. Tel/Fax: 0049 30 786 7019. Website: http://www.jochenenterprises.de

August 4-6: United States

WIZARD WORLD CHICAGO CON. (1999 est: 32,000) Organisers: Wizard Press, 151 Wells Ave, Congers, NY 10920-2064. Tel: 001 608 226 0200. Website: http://www.wizardworld.com

August 26-27: Scotland

MEMORABILIA '00, The SECC, Glasgow. (1999 est: 7,742) Organisers: Made in Heaven, 1 Star St, Moffat, Dumfriesshire DG10 9DR. Tel: 01683 220787 fax: 01683 220798. Website: http://www.memorabilia.co.uk

August: Luxembourg

INTERNATIONAL COMICS FESTIVAL, Contern. (Previous: unknown) Organisers: Commune de Contern, 4 Place de la Mairie, L-5310 Contern, Luxembourg. Tel: 0035 2 35 02 61. Fax: 0035 2 35 90 39

September 8-10: Norway

RAPTUS INTERNATIONAL COMICS FESTIVAL. (1999 est: 3850). Organisers: Raptus Bergen Comics Festival, PO Box 768, 5001 Bergen, Norway. Tel/Fax: 0047 55 55 83 90. E-mail: awa@hib.no Website: http://www.raptus.no

October 1-2: Belgium

FACTS. (previous: 5,500). Organisers: Forbidden Zone, 25 Rue de Tamines, 1060 Brussels, Belgium. Tel: 0032 2 534 63 67. Fax 0032 2 538 24 52. E-mail: cedric@forbiddenzone.net

October 14-15: London

MEMORABILIA '00, Sandown Park, Surrey. (previous: unknown). Organisers: Made in Heaven, 1 Star Street, Moffat, Dumfriesshire DG10 9DR. Tel: 01683 220787 fax: 01683 220798. Website: http://www.memorabilia.co.uk

October 20-November 5: Portugal

AMADORA '00. (1999 est: 36,000) Organisers: BD Amadora '00, Fabrica da Cultura, Rua das Industrias, 2700 Amadora. Tel: 00351 1 495 1857 Fax: 00351 1 498 2353 E-mail: bd.amadora@mail.telepac.pt

October 27-29: Italy

LUCCA COMICS. (1999 est: 40,000) Organisers: Lucca Comics, Via della Cavallerizza 11, 55100 Lucca, Italy. Tel: 0039 0583 48522. Fax: 0039 0583 91203. E-mail: comic&games@lunet.it. Website: http://www.comune.lucca.it/COMICS

November 25-26: England

MEMORABILIA '00, NEC, Birmingham. (Previous: 22, 462) Organisers Made in Heaven, 1 Star St, Moffat, Dumfriesshire DG10 9DR. Tel: 01683 220787 fax: 01683 220798. Website: http://www.memorabilia.co.uk

Classified

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For Sale

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For sale: Various British and US, Marvel and DC comics. Varying conditions. Also available, almost complete collection of Marvel UK's **Transformers** title. Varying conditions. Offers for full collection only please. Enquiries to Chee Wai Li, 57 Herringthorpe Lane, Herringthorpe, Rotherham S65 2NW.

For sale: Large collection of DC, **2000 AD**, Dark Horse, Marvel and graphic novels from the last 15 years. 100s of bargains! Send a stamped sae for list to Robert Creighton, 18 Ridge Road, Mitcham, Surrey CR4 2ET.

For sale: All in very fine/near mint condition; **Heroes Reborn** 1 (Avengers, FF, etc), 50p; **Fantastic Four** 1 (Milestone), 30p; **X-Men** 1 (covers A-D, 10p; cover E, 20p), **X-Men Prime**, 30p; **Uncanny X-Men** 282 (1st P), 283, 20p; **Giant Size** (Milestone), 30p; **Batman/Spawn – War Devil** 1, 70p; **DC vs Marvel** (1st print), £1; **Kingdom Come** 1-4, 50p each; **Sandman Special** 1, 30p; **Superman (vs Aliens** 1-2; **Doomsday** 1-2; **Wedding Album**, 50p each). Plus **Purgatori**, **Darkchylde**, **Vampirella** (variants) and thousands of Silver Age comics. Send a 1st class stamp for lists to Robert Sweeney, 12a Union Street (back basement), Greenock PA16 8JJ. Tel: 01475 783200

Large comicbook collection for sale: Marvel, DC and independent titles from the 1990s. Need to sell urgently, all offers considered. For a list, send sae to Kevin Turner, 14 Siddleley Ave, Coventry CV3 1GA.

For sale: Hundreds of cheap comics at bargain prices including Marvel, DC, indies and graphic novels. From Silver Age comics to the very latest imports, there's something for everyone! Send a large sae for your list to Mr Chan, 312 Marlowe Road, Walthamstow, London E17 3HQ.

Wanted

Advertisers are reminded that Wanted ads must be no longer than 50 words (including address), and only single insertion private advertisements can be published free of charge.

Wanted: **Tom Puss Comics** (Birn Brothers, 1949), will pay £150; **Panda Comics** (same series, 1949), will pay £100; **Tom Puss in Rhymeland**, will pay £100. **Jack and Jill** all-colour giftbooks (edited by Annette Mills), will pay £40. Write to Piet Koudenburg, Cortenhoeve 14, 2411 JM Bodegraven, NL-The Netherlands.

Wanted: English 1950s space, horror, crime, superhero, jungle and western comics, including **Space Adventures**, **Spaceman**, **Whiz**, **Master**, **Nyoka**, **Captain Marvel**, **Black Magic**, **Comet**, **Marvelman**, **Planet**, **Crimson**, **Captain Valiant**, **Swift Morgan**, **Roy Carson**, **Mystery In Space**, **Marvel Family**, **Super Thriller**, **Speed Kings**, **Strange Worlds**, **Space Commando** plus similar 1940s and 1950s items. Write to Mike Morley, 5 Crompton Avenue, Sprotboro Road, Doncaster DN5 8ED.

Wanted: Random issues, or the lot of Marvel's **Star Wars** comics from the US/UK '70s or '80s series. Also wanted; Marvel/Star **Droids** and **Ewoks** comics, and the two Marvel illustrated **Star Wars** books. Individual collectors or companies please write to Brian Cameron, 35 Land Street, Rothes, Morayshire AB38 7BA.

Wanted: *Gobots*, *He-Man*, *She-Ra*, *Thundercats*, *Transformers*, *Visionaries*, *Zoids* comics, toys and videos. Also Superman, Hulk and Wolverine comics. Cash paid, or I have lots to trade, so give me a call; 0141 949 1392. E-mail: trans2006@aol.com. Write to D. MacDonald, 124 Drummore Road, Glasgow G15 7NJ.

Wanted: Alan Moore's **From Hell** 8; **X-Men/Micronauts** 4; **Kirby's Captain Victory** 2+, **2001** #10 and Treasury; and **2000 AD Weekly** 4. Details to Lawrence Conquest, 3 High Grove, Sea Mills, Bristol BS9 2NN.

Desperately wanted: Anything to do with **Strontium Dog** especially **Quality Comics** 25, **Eagle Comics** 2, **Strontium Dog** Titan novel and any **Starlord** comics. Very good prices paid. Write to Keith Gainham, 8 Mariscat Road (Top Right), Pollockshields, Glasgow G41 4NB. Or call 07931 942722, any time.

Wanted: British original art by Frank Bellamy, Mike Noble, Don Lawrence, Gerry Haylock and Ron Turner. Very good prices paid for the best examples. Also wanted; any artwork by Neal Adams. Tel: 01689 898108.

Wanted: **Journey Into Mystery** 112, **Uncanny X-Men** 101, 105 and 109, plus still need early **Avengers** (many numbers up to 95 needed). Will not pay silly prices! Contact Aaron Tilson, 47 Hanmer Way, Staplehurst, Kent TN12 0NR. Or e-mail: aaron_tilson@smi-lon.com

Wanted: **MAD Magazine** fans for the *For Sale* section (see first ad).

Wanted: Silver Age, 1970s and pre-hero comics. **Fantastic Four**, **Spider-Man**, **Avengers**, **X-Men**, **Hulk** and **Thor** especially wanted. Also wanted Fantastic Four 5 in fr/p/coverless (must have page 19!). For a fair offer, send lists (preferably with telephone number) to Peter Darley, Heroes Forever, 76 Forresters Road, Burbage, Hinkley, Leics LE10 2RX. Tel: 01455 632594. Mobile: 07712 611056.

Wanted: **Battle Picture Weekly** 1-3 with free gifts; **Warlord** 1-4 with free gifts; **Action** 1-3 with free gifts; **Bullet** 1-3 with free gifts; **Mighty World of Marvel** (UK) 1-2 with transfers; **Avengers** (UK) 1 with transfers. Contact Danny on 020 8672 3169 or 0794 6380795. Will pay top dollar!

Wanted: Annuals; *Bewitched*, *Rawhide*, *Green Hornet*, *Voyage to the Bottom of the Sea*, *Mister Ed*, *My Favourite Martian* and similar 1960/'70s TV series annuals. John Balfour, Westerstraat 67-3, Amsterdam, Holland 1015 LW.

Wanted: Old bubblegum cards (*Mars Attacks*, *Outer Limits* and *Star Wars* A set), **Comic Scrap Book** stickers (DC Thomson 1991), videos (*Fireball XLS*, *Starsky and Hutch*, *Top Cat* and *Will Hay*), book on Will Hay (**Good Morning Boys**), British annuals (**Judge Dredd Yearbook 1992**, **Terrific 1969**, **Top Cat** and **Alan Moore's Twisted Times**) and 1960s British weekly comics. Steve Cook, Wentworth, Danygraig, Cwmbran NP44 2PR.

Wanted: **Bad Company** books 1-4, the **2000 AD** graphic novels published by Titan. Also **Best of Battle – Charley's War** books 1-2. Any condition – urgently needed! If able to help please contact Ian Henery, 24 Norman Road, Walsall WS5 3QJ. Tel: 01922 631513

Wanted: The following *Blade* movie figures by Toybiz (MOC); Blade (will pay £30) and Deacon Frost (will pay £18). Also the 14" Talking Thing from the Toybiz Fantastic Four series (in box – will pay £25). Call Steve on 01785 665425.

Announcements

Fanzine and small press titles must not be offered for sale before being printed. To verify publication, a sample copy must be sent in along with the advertising copy (50 words max). Single bookings only, so everybody gets a chance!

Over a year late, but who's counting? **Cheronna** 4 is out now! See our heroine battle the world's first superpowered boy band in this 'sympathy for the music industry' special. £1.50 or £1 plus an sae from Richard J. Smith, 39 Lower Unwin Street, Penistone, Sheffield, South Yorkshire S36 6LX.

Free! **The Kaboom! Review.** Home of comics, sleaze and pies! Certainly not suitable for the easily offended. For your free copy, please e-mail your address to thekaboomreview@hotmail.com or visit www.thekaboomreview.port5.com

Strange Aeons, the Lovecraft fanzine issue 11 is out now! Featuring strip adaptation of **The Terrible Old Man**, plus original fiction, movie and music reviews. £2 from Calum McIvcer, 1 Brookside, Clachamish, Portree, Isle of Skye IV51 9NY. Will also swap for review copies of your fanzine!

Galaxina and the Space Cadets 1, written by Dek Baker and illustrated by Darren Chandler is available now! Cover price 75p. 28 A5 pages. Also **The Book of Runes** 1 – 40 A5 pages at cover price of £1. Buy both together for £1.50 from Darren Chandler, 2 Brook Cottages, Brook Street, Great Waldingfield, Sudbury, Suffolk CO10 0RZ

Ministry Comics seeks two artists for a new 22 page black and white small press project. Send your samples to Ministry Comics, 7 Harrold Priory, Bedford MK41 0SD.

Mondo is 50!! Britain's breeziest fanzine reaches its half century and is dedicated to artist Haydn Walker. For your copy of this special issue send £1 to Lee Davis, 140 Amersham Avenue, Edmonton, London N18 1DY.

Violent! issue 2 is here! Razors, rabid beasts, and sheep that explode when you f*** them! By Simon Fraser, Gordon Rennie and Jim Campbell, plus Paul Holden, Phil Nixon, David Hailwood and Stuart Giddings. 90p plus 30p (p&p) from Violent! Comics, 9 Greenacre Road, Whitchurch, Bristol BS14 0HL.

Good quality artist required to work on Eros (adult) style comics. Send art samples and an sae to Terry, 85 Risdale Road, Ashton Vale, Bristol BS3 2RB.

Top Notch Tosh 2! Three more twisted tales. Featuring... Revolting robots, killer babes, outrageous assassins, religious maniacs, avenging angels, acid humour, fruity satire, arresting fashions. Send £1 to Andrew Lewis, 39 Priory Court, Bryncoch, Neath SA10. Special offer: Issues 1 and 2, only £1.50 for the pair. Great!

In it's 15th year! **BTCG Adventure** #45. Superheroes from Golden, Silver and modern ages starring in the Special Globe Guard and Looking Glass. Plus other strips and news. 40 A5 pages for only £2.50 (including p&p). Terry Hooper, 85 Risdale Road, Ashton Vale, Bristol BS3 2RB.

Dope Fiends 5. Only £1. The sizzling hot summer issue is finally here! The Dope Fiends get the most out of summer in *Tourist Sluts*. Available from Emmett Taylor, Ivy Shields, Ballagh, Bushypark, Galway, Ireland. On the web? www.dopefiends. homestead.com

Agent Icarus issue 1. Featuring the bounty hunter Jordan Storm's first meeting with Icarus. Also contains the ten page story *Ways & Means*. US format b&w with colour cover comic. Only £1 plus 1st class stamp from Scott Claringbold, 44 Hebden Avenue, Carlisle, Cumbria CA2 6TT. Go on, support small press!

Parataxis 8! The adventures of the Super Students continue. Will the Cyber Sorceress survive her HQ collapsing? Will the Subway Ninjas ruin the End of Year Ball? Will Gravitas rev3eal his secret identity? Send two 1st class stamps to Peter Hammerson, 16 Cartmel Drive, Woodley, Reading, Berkshire RG5 3NG.

Dragnet Press presents **Dark Ascension** 2 (of 4). The three homicidal mutate brothers close in on our hero, Nathan, resulting in a bloody confrontation on the city streets. Science fiction neo-noir for mature readers. Four issue mini-series. Send £2.50 (including p&p) to James Devlin, c/o Dragnet Press, 1005 Paisley Road West, Glasgow G52 1EQ.

Lost Angels; CD-ROM multimedia novel with special features, interview characters from the story, explore the town and more. Free promo disk is also available. Send an sae for details to Aspect Ratio Arts, 39 Exeter Road, Forest Fields, Nottingham NG7 6LP. Or e-mail: lost.angels@dtn.ntl.com

The Leon Files File 2, Doctor Who, What, Why, When. The adventure continues... Leon, trapped in the body of a certain Timelord, faces more perils than Penelope Pitstop! 90p (including p&p) from Justin Askham, 35 Sutton Lane, Granby, Nottinghamshire NG13 9PY.

Comic Societies

Join The Eagle Society, dedicated to the memory of Britain's National Strip Cartoon Weekly – **The Eagle** 1950-1969. For just £16 per year (cheques should be made payable to The Eagle Society) members receive our quarterly journal **Eagle Times**, as well as the chance to attend social gatherings and meet original **Eagle** contributors. Write to the membership secretary: Keith Howard, 25a Station Rd, Harrow, Middlesex HA1 2UA, or e-mail: Richard.Sheaf@uk.nestle.com

The Cartoon Art Trust, 7 Brunswick Centre, Bernard Street, London WC1N 1AF: registered charity, exhibition gallery and library, lectures, Friday evening cartoon classes, free newsletter. Send an sae for details. Tel: 020 7278 7172, fax: 020 7278 4234

Comics Creators Guild, 7 Brunswick Centre, Bernard Street, London WC1N 1AF: £30 annual subscriptions, monthly meetings and newsletter, plus the quarterly **Comics Forum** magazine.

The Scottish Cartoonists Club, c/o J & T Graphics, 61 Parnie Street, Glasgow.

Mail Order Specialists

Key to abbreviations used:

w/s = wholesale available
dis = bulk discount terms
cat = phone/write for catalogue
s-cat = sae for catalogue
wants = wants lists accepted
s-wants = sae with wants lists
CoBRA = Comic Book Retailers' mail order protection scheme
cc = major credit cards accepted
sae = send stamped, addressed envelope with your enquiry

When telephoning from outside the UK, drop the first 0 and replace with: 01144 (USA); 0044 (mainland Europe & Eire); 001144 (Australasia).

Golden Age

Generally acknowledged as being published between 1938 and 1945, the first age of superhero comics, but herein designated to cover all pre-Silver Age American comics.

Comic Biz, PO Box 7041, London N12 9NF (wants, CoBRA, cc, cat) 020 8446 3464

Comic Book Postal Auctions Limited, 40-42 Osnaburgh Street, London NW1 3ND (cat) 020 7424 0007

Incognito, 1-2 The Friars, Canterbury, Kent CT1 2AS (s-wants, CoBRA, cc) tel/fax: 01227 785898

Mighty World of Comicana, 237 Shaftesbury Ave, London WC2 (dis, cat, CoBRA, cc) 020 7836 5630

Silver Acre Comics, PO Box 114, Chester CH4 8WQ (s-wants, cc) 01244 680 048 (fax: 680686)

Vault Comics, PO Box 257, South Norwood, London SE25 6JN (wants, cc, cat) 020 8771 8278

Silver Age

Accepted as starting in 1955 with DC Comics' superhero rebirth through Detective Comics#225 (introducing the Martian Manhunter) and Showcase #4 (introducing the Barry Allen Flash) Herein covering titles up to late 1960s

Comic Biz, PO Box 7041, London N12 9NF (wants, CoBRA, cc, cat) 020 8446 3464

Comic Book Postal Auctions Limited, 40-42 Osnaburgh Street, London NW1 3ND (cat) 020 7424 0007

Cosmic Comics, PO Box 1771, London E17 9PW (cat, CoBRA, cc) 020 8527 7824

NEW **East Coast Comics UK**, 28 Acton Road, Lowestoft, Suffolk NR33 7LG (high grade, s-want, cc, sae) 01502 578385 (day) 560727 (eve)

Incognito, 1-2 The Friars, Canterbury, Kent CT1 2AS (s-wants, CoBRA, cc) tel/fax: 01227 785898

Mighty World of Comicana, 237 Shaftesbury Ave, London WC2 (dis, cat, CoBRA, cc) 020 7836 5630

Quicksilver Comics, 9 George Street, Ossett WF5 9PB (s-cat, dis, wants, cc, CoBRA) 01924 315143

Silver Acre Comics, PO Box 114, Chester CH4 8WQ (s-wants, cc) 01244 680 048 (fax 680686)

Steve Rock Comics, 4 Orme Drive, Clevedon, Avon BS21 7HD (free cat-Silver to Bronze Age)

Vault Comics, PO Box 257, South Norwood, London SE25 6JN (wants, cc, cat) 020 8771 8278

Post-Silver Age

Comics from the 1970s to date: From the Bronze Age-Marvel Age-Lead Age up to Platinum Age-Gimmick Age-Image Age. Historians will doubtless eventually decide on a name.

Cosmic Comics, PO Box 1771, London E17 9PW (cat, cc, CoBRA) 020 8527 7824

DBF Comics Mail Order, PO Box 238, Weston Super Mare BS23 3FJ (s-cat, s-wants)

Mighty World of Comicana, 237 Shaftesbury Ave, London WC2 (dis, cat, CoBRA, cc) 020 7836 5630

Planet Warehouse (FPS) *formerly Comics Warehouse* PO Box 600, 8 Galliford Road, Maldon, Essex CM9 7XD (w/s, cat, cc, CoBRA) 01621 877244

Hot Comics

Current or key titles, first issues or first appearances of major characters. Investment titles for speculators willing to gamble.

K.R.B. Comics, 21 Banes Down, Nazeing, Waltham Abbey, Essex EN9 2NU (cat, sae, wants)

Sci-Fi Unlimited, 4 Clair Street, Lime Street, Bedford, Bedfordshire MK40 1NH (dis, wants, CoBRA, cc) tel/fax: 01234 365522

Advance Imports

US comicbooks are not generally available in UK newsagents, except for some sea-freight shipped low-cover price DCs and Marvels, and can only be found through specialists in the rest of the world. The following companies offer air-shipped copies from all of the major US publishers.

Avalon Comics, 143 Lavender Hill, London SW11 5QJ (cc, CoBRA) 020 7924 3609

Forbidden Planet, 71 New Oxford Street, London WC1A 1DG (s-cat cc) 020 7497 2150

Forbidden Planet (FPS), 63/64 High St, Colchester, Essex (wants, cat, CoBRA, cc) 01206 561912

Gosh! Strips by Mail, 39 Great Russell Street, London WC1B 3PH 020 7636 1011

K.R.B. Comics, 21 Banes Down, Nazeing, Waltham Abbey, Essex EN9 2NU (cat, sae, wants)

Mega-City Comics, 18 Inverness Street, Camden Town, London NW1 7HJ (s-cat, cc, CoBRA) 020 7485 9320

Planet Warehouse (FPS) *formerly Comics Warehouse,* PO Box 600, 8 Galliford Road, Maldon, Essex CM9 7XD (w/s, cat, cc, CoBRA) 01621 877244

Red Hot Comics, The Warehouse Block D Unit 7, Glenwood Business Park, Glenwood Place, Glasgow G45 9UH (CoBRA, s-wants, sae, dis) tel/fax: 0141 630 0049

Time Zone, 31 Castle Street, Shrewsbury, Shropshire SY1 2BW. (dis, cat, wants, cc) 01743 365192

Limited Editions

Many high-profile mini-series and one-shots are also available in limited, numbered and often autographed editions (s&n). New titles, to acquire copyright, can also appear in small print-run "ashcan" editions (ash).

Comic Biz, PO Box 7041, London N12 9NF (CoBRA, cc, ash, s&n, cat) 020 8446 3464

K.R.B. Comics, 21 Banes Down, Nazeing, Waltham Abbey, Essex EN9 2NU (cat, sae, wants)

Trading Cards

An increasing number of mail order dealers carry a wide range of non-sports trading cards and their peripherals (files, folders, sleeves).

Beyond Comics, 76 Harlescott Road, Nunhead, London SE15 3BZ (s-cat, s-wants, sae, CoBRA) tel/fax: 020 7564 4213

Card Collectors, 3 Waterford Avenue, Romiley, Stockport SK6 4HL (w/s, dis, cat, wants, CoBRA) tel/fax: 0161 427 1867

John McDonald: Non-Sport Trading Cards, 20 Alder Grove, Coatbridge, Lanarkshire ML5 3PT (cat, wants) tel/fax: 01236 433358

Sci-Fi Unlimited, 4 Clair Street, Lime Street, Bedford, Bedfordshire MK40 1NH (dis, wants, CoBRA, cc) tel/fax: 01234 365522

Old British Titles

The popularity of old British comics continues to increase as more dealers expand into this area. The following specialise in such titles.

Comic Biz, PO Box 7041, London N12 9NF (wants, CoBRA, cc, cat) 020 8446 3464

Comic Book Postal Auctions Limited, 40-42 Osnaburgh Street, London NW1 3ND (cat) 020 7424 0007

Conquistador Comic Art Mail Order, 158 Kent House Road, Beckenham, Kent BR3 1JY (wants, CoBRA, cat, cc) 020 8659 9714

Ken Harman Old Comics & Pulps (wants; call for details) 020 8771 8756

Weird Fantasy, 19 Decoy Road, Ormesby, Great Yarmouth, Norfolk NR29 3LG (s-cat, s-wants, annuals specialist)

Merchandise

Comics and film/tv-related t-shirts, posters, video games, video films, badges, toys, etc.

Arkanes, PO Box 728, Swindon SN1 3UF (cat, wants: cult TV; RPG/CCG, Star Trek, Star Wars, Xena, Buffy...)

Off World: The Sci-Fi Store, Unit 20, Romford Shopping Halls, Market Place, Essex RM1 3AT. (specialists in Star Trek/Wars/sci-fi collectables) 01708 765633

Sci-Fi Merchandise Direct (FPS) and **Gear for Games (FPS)** Maldon, Essex CM9 4XD (cat) 01621 877222

Sci-Fi Unlimited, 4 Clair Street, Lime Street, Bedford, Bedfordshire MK40 1NH (dis, wants, CoBRA, cc) tel/fax: 01234 365522

Time Zone, 31 Castle Street, Shrewsbury, Shropshire SY1 2BW (dis, cat, wants, cc) 01743 365192

Art & Reference

Comics history reference magazines & books (ref) plus art books (art) and newspaper strip compilations (strip).

Conquistador Comic Art Mail Order, 158 Kent House Road, Beckenham, Kent BR3 1JY (wants, CoBRA, ref, art, strip, cat, cc) 020 8659 9714

Original Art

With artists having their originals returned by publishers, an increasing number of pages are now being made available for collectors.

Comic Book Postal Auctions Limited, 40-42 Osnaburgh Street, London NW1 3ND (cat) 020 7424 0007

Conquistador Comic Art Mail Order, 158 Kent House Road, Beckenham, Kent BR3 1JY (wants, CoBRA, cat, cc) 020 8659 9714

Peripherals

Acid-free protection for comics. Backing boards, bags, storage boxes, etc.

Incognito, 1-2 The Friars, Canterbury, Kent CT1 2AS (s-wants, CoBRA, cc) tel/fax: 01227 785898

Just Comics, 2 Crossmead Avenue, Greenford, Middlesex UB6 9TY (w/s only, CollectorLine™ distributor) 020 8578 1308

Planet Warehouse (FPS) *formerly Comics Warehouse,* PO Box 600, 8 Galliford Road, Maldon, Essex CM9 7XD (w/s, cat, cc, CoBRA) 01621 877244

General Fantasy

As well as comics old and new, some suppliers also provide catalogues of multi-media fantasy, covering TV, film, trading cards and toys.

Forbidden Planet Mail Order, 71 New Oxford St, London WC1A 1DG (cat)020 7497 2150 (fax: 7497 2632)

Sci-Fi Merchandise Direct (FPS) and **Gear for Games (FPS)** Maldon, Essex CM9 4XD (cat) 01621 877222

Manga Titles

English language translations of Japanese comics and US titles drawn in the Japanese style.

Sci-Fi Unlimited, 4 Clair Street, Lime Street, Bedford, Bedfordshire MK40 1NH (dis, wants, CoBRA, cc) tel/fax: 01234 365522

United Publications, 85 Croydon Road, Keston, Kent BR2 8HU (ind, back, cat, wants, cc)020 8325 9507

Alternative & Biog

The following carry an extensive range of biographical and slice-of-life comicbooks and graphic novels (Fantagraphics, Maus, Crumb, Pekar...)

Gosh! Strips by Mail, 39 Great Russell Street, London WC1B 3PH (wants) 020 7636 1011

Knockabout Comics, 10 Acklam Road, London W10 5QZ (w/s, s-cat, cc) 020 8969 2945(fax: 8968 7614)

Page 45, 9 Market Street, Nottingham NG1 6HY0115 9508045

Comics Auctions

Accepting lots from the general public, comics auctions can provide an alternative way for collectors to sell their valuable comics. The following accept items for sale, as well as providing regular catalogues for mail order bids.

Comic Book Postal Auctions Limited, 40-42 Osnaburgh Street, London NW1 3ND (cat) 020 7424 0007

Vault Comic Auctions, PO Box 257, South Norwood, London SE25 6JN (cc, cat) 020 8771 8278

Distributors

Anybody considering opening a comics shop or becoming a mail order dealer can obtain further information about the supply of titles from the following who bulk air-import US and European comics and related items on a weekly basis:

Book Palace, 81 Church Rd, Crystal Palace, London SE (graphic novels, art books, comics, remainders, film/TV, popular culture) 020 8768 0022

Diamond Comic Distributors, PO Box 250, London E3 3LT (US & European comics, cards and related items) 01925 401 1400

Red Route Distribution, Unit 24, 10 Acklam Road, London W10 5QZ (US and European comics and graphic novels, back-list specialists) 020 8960 5855

Mail Order Dealers:

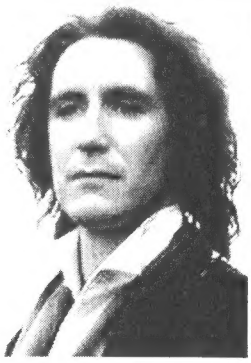
CI's Mail Order Index is the industry's most cost-effective and highly-targeted way to reach a huge dedicated audience in excess of 40,000 readers every month. It costs only £4 ($6 US) per entry per issue to appear and is bookable in advance as a 6-issue series. Send pre-payment of £24/$36 (plus £4.20 VAT for UK advertisers) per category with your details to:

Comics International, 8 Trinity Road, London N2 8JJ

Cheques and international money orders should be made payable to Comics International. Alternatively, payment can be made by credit card, fax: 0(11 44) 20 8883 0302 or e-mail: Comics@Quality.win-uk.net

The letters **(FPS)** after entries indicates that the company is part of **Forbidden Planet (Scotland) Ltd**

Doctor Who heads for big BBC film?

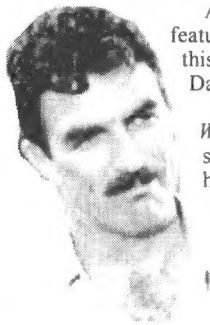


Hallmarks by Phil Hall

Scooping hot fantasy film & TV news

IF RUMOURS and newspaper reports are to be believed, the BBC is finally planning its own big budget *Doctor Who* feature film.

Russell T Davies, author of the Doctor Who novel **Damaged Goods** and creator of the award-winning gay TV drama *Queer as Folk*, is linked with the project. According to **The Guardian** (15/6/00), a £15million budget has been earmarked for it by new BBC supremo Greg Dyke. However, Davies said in a recent interview with **SFX** magazine there was no truth in the piece, although he dearly wished there was such a sum being spent.



Also said to be connected to a possible *Doctor Who* feature film is *Highlander* director Russell Mulcahy, but this appears to be extrapolation as Mulcahy's link with Davies is on a US cable version of *Queer as Folk*.

1996's poorly received UK/US TV movie of *Doctor Who* featuring Paul McGann *(above)* appears to be something many want to forget, especially as McGann has ruled out any further involvement with the Doctor.

Now the latest name being linked with the very British time-traveller is *Magnum's* Tom Selleck *(left)* – sure to create a backlash from Whovians *(Doctor Who* fanatics). On the subject of the Doctor's return, a BBC spokesperson said, "Talk of a big budget film is very premature. Although we haven't ruled out the possibility, if he does come back it's likely to be in a new series."

Perhaps the BBC is being cautious, McGann's film failed to stimulate interest and other recent Hollywood excursions into the realms of eccentric British TV have turned up exceptional flops, such as Ralph Fiennes' *The Avengers* and Val Kilmer's *The Saint*. Therefore a homegrown series will test the waters far better. Which brings us back to Russell T Davies who is said to be involved in a Radio 4 Who project for next year, featuring Sylvester McCoy and Sophie Aldred plus Stephen Fry as the new Doctor. While Fry would be an ideal choice to bring the Doctor back to TV, the smart money is now being put on *Jonathon Creek*'s Alan Davies and Russell Davies (no relation) as the new Terry Nation!

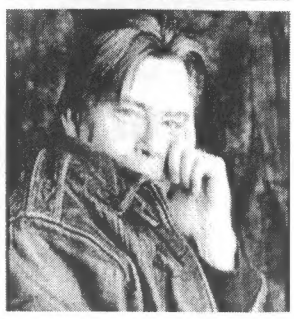
Star Wars THE official *Star Wars* website has confirmed that 19-year-old Canadian actor Hayden Christensen will play Anakin Skywalker in *Star Wars II* and *III*.

"Star Wars has always been big for my generation," Christensen said. "When *Episode I* came out my entire high school went to the theatre for the first showing. It was a big event, and to be a part of that now is very special... I was just waking up and my roommate walked in and handed me the phone and it was my agent and manager, and they were pretty excited, so I knew as soon as I got on the phone. I walked outside just stunned and in disbelief." Christensen is currently starring in *The Virgin Suicides*, Sofia Coppola's debut feature *(more info: www.starwars.com)*.

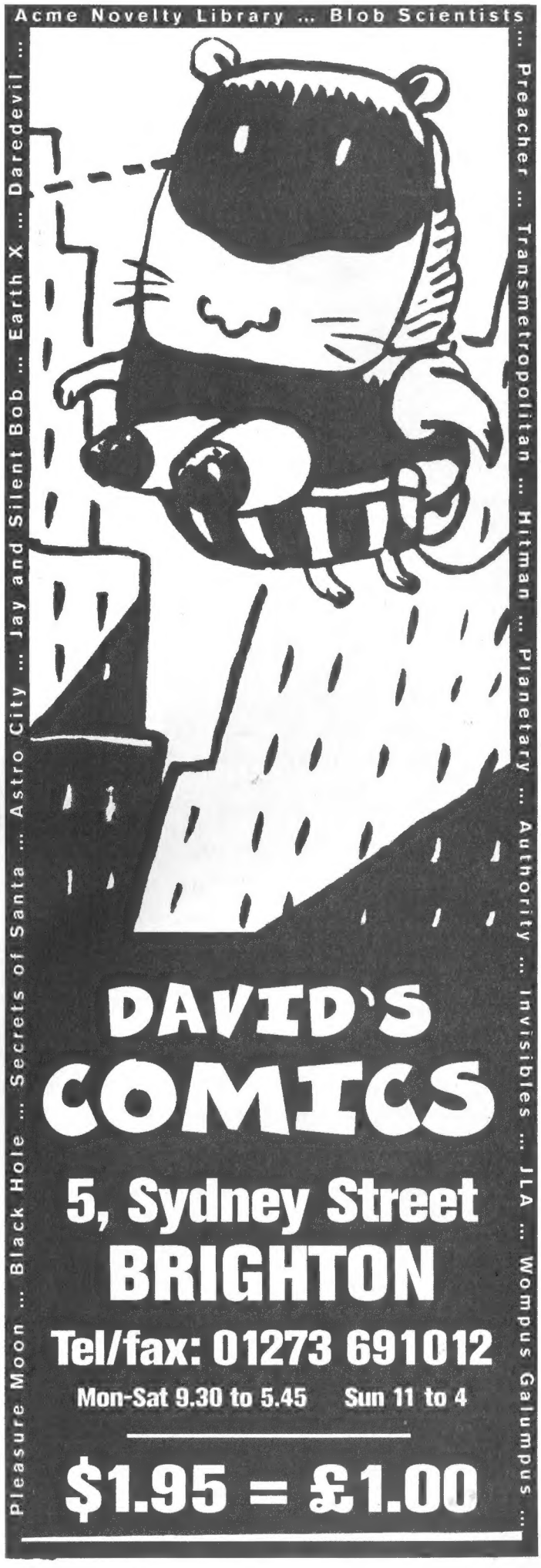
Planet of the Apes TIM Burton has offered Matt Damon the lead role in his *Planet of the Apes* feature film. Burton, who may also cast Danny DeVito in the film, is expecting an answer by the end of the month, after Damon reads the latest script revision.

Burton's offer appears to end speculation on Arnold Schwarzeneggar taking the lead role, although Damon is also considering starring in director Doug Liman's adaptation of Robert Ludlum's **The Bourne Identity**.

Stephen King ACCORDING to Stephen King's official website, George *(Night of the Living Dead)* Romero will adapt and direct the author's **The Girl Who Loved Tom Gordon** – the story of a 12- year old girl lost in the woods and being tracked by a malevolent force.



Anthony Hopkins may star in amovie based on King's **Hearts in Atlantis**, featuring adaptations of the book's short stories *Low Men in Yellow Coats* and *Why We're in Vietnam*. Why the proposed film doesn't incorporate the other two stories is a mystery, especially as the book's novellas were all interlinked. *(more info: http://www.stephenking.com)*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Events

A summary of all the events advertised this issue

July

1/7 **Leicester:** Comic Mart & Card Show, City Halls, Hotel Street ..... (p22)
2/7 **Cheshunt:** Sci-Fi, Film & Comic Fair, Grundy Park Leisure Centre ..... (p38)
2/7 **London:** Comicbook Marketplace, Camden Centre, Bidborough Street ..... (p66)
8/7 **Leeds:** Comic Mart & Card Show, Leeds Metropolitan University, Brunswick Hall, Merrion Way ..... (p22)
9/7 **Basildon:** Sci-Fi & Card Fair, Basildon Sports Centre ..... (p37)
15/7 **Nottingham:** Comic Mart & Card Show, Victoria Leisure Centre ..... (p22)
16/7 **Chelmsford:** Sci-Fi, Comic & Beanie Fair, Riverside Ice & Leisure Centre .... (p38)
16/7 **London:** Card Mart, Camden Centre, Bidborough Street ..... (p66)
16/7 **Weymouth:** Comic, Card & Sci-Fi Fair, Rembrandt Hotel, Dorchester Road . (p58)
22/7 **Birmingham:** Comic Mart & Card Show, Church Centre, Carrs Lane ..... (p22)
23/7 **Basildon:** Jedicon Star Wars Event with special guests, Posthouse Hotel .... (p37)
23/7 **Cardiff:** Comic, Card & Sci-Fi Mart, Angel Hotel, Westgate Street ..... (p58)
29/7 **Newcastle:** Comic Mart & Card Show, University of Northumbria, Students' Union Ballroom, Sandyford Road ..... (p22)
30/7 **London:** Comic, Card & Related Mart, The TUC Congress Centre, 23-28 Great Russell Street ..... (p67)
30/7 **Milton Keynes:** Sci-Fi, Comic & Beanie Fair, Stantonbury Leisure Centre, Saxon Gate ..... (p38)

August

5/8 **Hull:** Comic Mart & Card Show, Comfort Friendly Inn, Anlaby Road ..... (p22)
5/8 **Manchester:** Comic Mart & Card Show, Sachas Hotel, Tib Street ..... (p22)
6/8 **London:** Comicbook Marketplace, Camden Centre, Bidborough Street ..... (p66)
6/8 **Reading:** Sci-Fi, Comic & Beanie Fair, Rivermead Leisure Centre ..... (p38)
12/8 **Leeds:** Comic Mart & Card Show, Leeds Metropolitan University, Brunswick Hall, Merrion Way ..... (p22)
13/8 **Basildon:** Sci-Fi & Card Fair, Basildon Sports Centre ..... (p37)
13/8 **Bristol:** Comic, Card & Sc-Fi Mart, Jurys Hotel, Prince Street ..... (p58)
13/8 **Wolverhampton:** Molineux Leisure Centre, Waterloo Road ..... (p38)
19/8 **Nottingham:** Comic Mart & Card Show, Victoria Leisure Centre ..... (p22)
20/8 **London:** Card Mart, Camden Centre, Bidborough Street ..... (p66)

September

2/9 **Birmingham:** Comic Mart & Card Show, Church Centre, Carrs Lane ..... (p22)
3/9 **London:** Comicbook Marketplace, Camden Centre, Bidborough Street ..... (p66)
3/9 **Cheshunt:** Sci-Fi, Film & Comic Fair, Grundy Park Leisure Centre ..... (p38)
9/9 **Glasgow:** Scottish Comic, Card & Collectables Fair, James Moir Hall (Mitchell Theatre) Granville Street ..... (p36)
9/9 **Leeds:** Comic Mart & Card Show, Leeds Metropolitan University, Brunswick Hall, Merrion Way ..... (p22)
9-10/9 **London:** Collect 2000, Wembley Exhibiton Centre ..... (p6)
10/9 **Chelmsford:** Sci-Fi, Comic & Beanie Fair, Riverside Ice & Leisure Centre .... (p38)
23/9 **Manchester:** Comic Mart & Card Show, Sachas Hotel, Tib Street ..... (p22)
24/9 **Cardiff:** Comic, Card & Sci-Fi Mart, Angel Hotel, Westgate Street ..... (p58)
24/9 **Croydon:** Sci-Fi, Comic & Beanie Fair, Fairfield Halls, Barclay Road ..... (p38)
24/9 **Liverpool:** Comic Mart & Card Show, Gladstone Hotel, Lord Nelson Street .. (p22)
30/9 **Sheffield:** Comic Mart & Card Show, Main Hall, Sheffield Hallam University (p22)

October

1/10 **London:** The National Comicbook Marketplace and Card Mart, The Royal National Hotel, Bedford Way ..... (p27)
1/10 **Reading:** Sci-Fi, Comic & Beanie Fair, Rivermead Leisure Centre ..... (p38)
8/10 **Weymouth:** Comic, Card & Sci-Fi Fair, Rembrandt Hotel, Dorchester Road . (p58)
8/10 **Cheshunt:** Sci-Fi, Film & Comic Fair, Grundy Park Leisure Centre ..... (p38)
14/10 **Newcastle:** Comic Mart & Card Show, University of Northumbria ..... (p22)
22/10 **Watford:** Collector's World '00, Watford Leisure Centre ..... (p37)
22/10 **Bristol:** Comic, Card & Sc-Fi Mart, Jurys Hotel, Prince Street ..... (p58)
29/10 **London:** Comic, Card & Related Mart, The TUC Congress Centre, 23-28 Great Russell Street ..... (p67)
29/10 **Milton Keynes:** Sci-Fi, Comic & Beanie Fair, Stantonbury Leisure Centre, Saxon Gate ..... (p38)

November

4/11 **Glasgow:** Scottish Comic, Card & Collectables Fair, James Moir Hall (Mitchell Theatre) Granville Street ..... (p36)
5/11 **Cardiff:** Comic, Card & Sci-Fi Mart, Angel Hotel, Westgate Street ..... (p58)
12/11 **Basildon:** Sci-Fi & Card Fair, Basildon Sports Centre ..... (p37)
12/11 **Reading:** Sci-Fi, Comic & Beanie Fair, Rivermead Leisure Centre ..... (p38)
19/11 **Croydon:** Sci-Fi, Comic & Beanie Fair, Fairfield Halls, Barclay Road ..... (p38)

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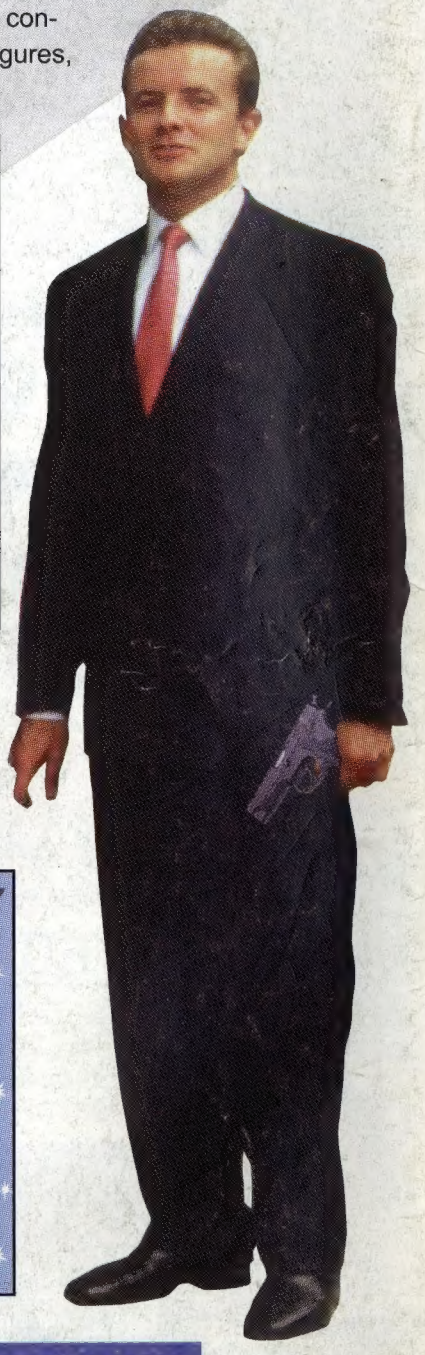

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